A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

LOST IN THE GARDEN

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

Storytellers VAULT

WoD

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

To bridge an abyss, a sword is required.
But nothing is gained without leaving something behind.
If the prize is everything...
How much of yourself would you cut away?

VAMPIRE

THE MASQUERADE

Lost in the Garden

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THE BLACK HAND: PLAYING THE SABBAT

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TABLE OF CONTENTS

Lost in the Garden 4

What's Going On 5

The Seed of Lilith 6

Setting up the Pack 7

Scenario Tenets 7

Sascha's Who's Who 8

Act One: Through the Fire 9

Scene 1: Fire, interrupted 9

Scene 2: Guardian Seraphim 11

Scene 3: Blessing of the Dark Mother 13

Act Two: Meet Montréal 15

Scene 1: On the Road 15

Scene 2: Montréal 17

Scene 3: Our Lady of Sorrows 19

Act Three: Mother's Garden 21

Scene 1: The Labyrinth 21

Scene 2: The Chapel 24

Scene 3: Proving Grounds 25

Scene 4: The Garden 26

Epilogue 27

Rewards 28

Extras 28

The Antagonists 28

The Parchment 29

Dead End Crew 30

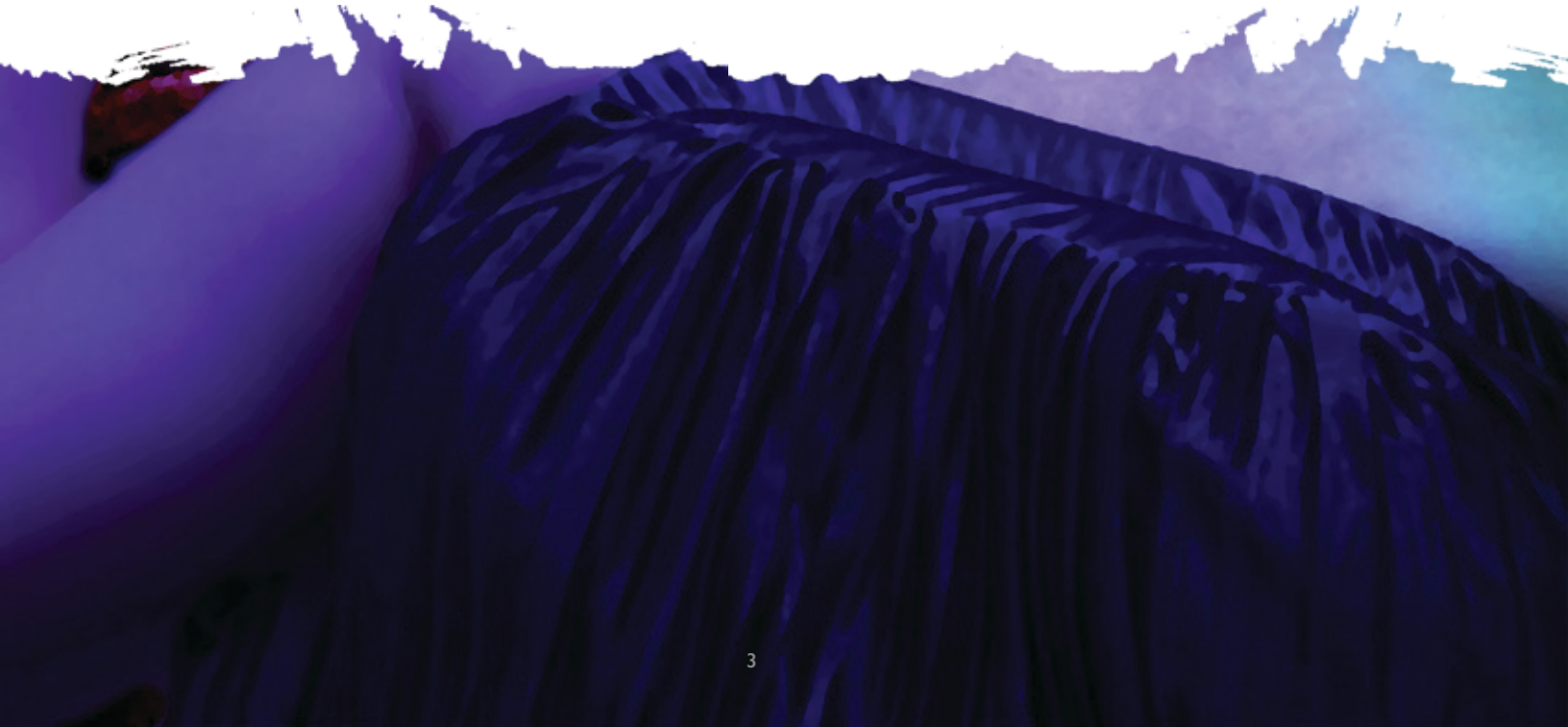
Loresheets 32

Lost Montréal 32

Stéphanie L'Heureux 33

Pack Map: Dead End Crew 34

Safe Play Worksheet 35



Lost in the Garden

What did it matter, anyway, he thought, whether this was a real place or a dream? It felt real, and that was all that mattered.

— CLIVE BARKER, THE THIEF OF ALWAYS

Lost in the Garden is a Scenario that starts off when the Pack is set up by Pierre Bellemare, a feared Sabbat veteran and one of the sect's last holdouts in Montréal. Before they can figure out why the deceptively manipulative Bellemare would target them, they're "saved" by the Seraphim and infamous Lilin Stéphanie L'Heureux who wants just a small favor in return. The favor is to infiltrate her old territory in now Anarch-controlled Montréal. Stéphanie wants the Pack to retrieve a lost fragment of The Revelations of the Dark Mother, and bring back her wayward childe, Scarlet Moon (or her blood).

This scenario is written for 4-5 neonate characters (starting with 15 XP each). The Storyteller should adjust the opponents as needed for your group. This is a V5 Sabbat Scenario that examines the Bahari faith and the Path of Lilith in the modern Sabbat as written in The Black Hand: Playing the Sabbat (TBH:PtS). A premade Pack with a detailed Pack Map is provided at the back of the Scenario (see pg. 34). Also, the Children of Zillah bloodline can be found in Bloodlines Unbound 2: The Tal'mahe'Ra.

Content Warning: Insects (worms and moths), BDSM (mentioned only), scarification (mentioned only), torture (described, between NPCs), ritual self-harm (PCs). Please take time to discuss these topics with your group, and adjust the scenario as appropriate using the Safe Play Worksheet (see pg. 35).

What's Going On

Stéphanie L'Heureux was a secret worshiper of the Dark Mother even when the Sabbat still reigned over Montréal—though her predilection for pain and fire should have made it obvious. She was in possession of a skin parchment inscribed with a lost fragment of the Revelations of the Dark Mother. More than that, though, the parchment grants access to the Seed of Lilith. L'Heureux hid the parchment in the catacombs of an abandoned cathedral, and pulled strings with the diocese to let it sit—don't renovate, don't sell, just let it sit

Then Montréal fell to the Anarchs and L'Heureux had to flee. Rather than take the parchment into an uncertain world, where L'Heureux had neither influence nor haven, she left it in the catacombs and hoped for the best.

Since then, L'Heureux has come out as a Lilin—and received adulation for it in this new age, where worshipers of the Dark Father and Mother of Monsters have an uneasy truce. She garnered influence, power, and followers among the Sabbat—more than she ever held before—and is now counted among the Seraphim. This granted her new insights into the lost fragment, and she prepared to digest the Seed once it was back in her grasp.

L'Heureux began her search for a ritual that lets her understand the Seed of Lilith. She sent her childe Scarlet Moon to infiltrate the Dancers of Datura—a Bahari coterie also looking for the Seed. Between them, they developed the Garden Rune Ritae. The Garden Rune can only be transcribed in blood, and likewise only be taught and shared through blood bonding, diablerie, or Vaulderie. L'Heureux used mortals for the first stages of writing the Ritae, draining them as she edged closer to the true Ritae. Finally, leaving countless exsanguinated bodies in her wake, one captive held the Garden Rune in her blood—and then, in a stunning betrayal, Scarlet Moon drained the mortal to take the Ritae for herself and fled back to the Dancers of Datura.

DARK FEUDS

The bad blood between Caine and Lilith could fill oceans, yet their Sabbat devotees find themselves often working together. This is part political expediency and part massive re-interpretation of history.

The Gehenna War hollowed out the Sabbat and its traditional strongholds. No one suffered as many losses as the adherents of the Path of Caine, who kept throwing themselves into final battle after final battle, convinced that this one would pave the way for the Dark Father's second coming. Now, quite frankly, they no longer have the power to suppress the followers of Lilith no matter how much they'd want to. That's the political side of it, and they're selling it through a reinterpretation of history. The Devourers focus on the time Lilith spent as mentor—one might even say, a devoted servant—to Caine. Some even go so far as to claim 'Lilith' was never a real person, but rather the more docile aspect of the Dark Father learning how to harness his rage. It's an unbelievable spin, but with the older and more hardline Devourers dead or off Caine-knows-where to fight the Gehenna War, the remnants do their best to sell it. Better to rewrite history wholesale than admit they're losing ground.

Many Bahari, meanwhile, nod and play along. They know Lilith is real, and more powerful and ancient than Caine himself. They know the Mother of Monster gave succor to the Dark Father, only for him to turn around and murder her children. They nurse old grudges even as the Noddists spin their tales. Eventually, they know, the Lilin will rise. Revenge is best served hot and thick with blood and in time the Sword of Caine will become the Sword of Lilith.

Stéphanie, realizing the Dancers will make a play for the parchment soon, sees an opportunity in the Pack's conflict with Bellemare. She has the power to disentangle them, but only if they retrieve the parchment and her childe's blood. What she doesn't know is that she's also being manipulated.

Enter Pierre Bellemare—Sabbat hero and secret Gehenna cultist. He remained behind when Montréal fell, and since aided the city's high-profile Sabbat refugees in retrieving assets they were forced to leave behind. He's not quite a Seraphim, but he has short lines to a lot of them. Behind the scenes though, Bellemare is part of a Gehenna cult who seeks to awaken the Antediluvians. His Packmate Rayla previously entered the Garden of Lilith to seek the Seed of Lilith, and found her spirit stuck. Rayla, a seer, and Bellemare are manipulating both L'Heureux and the Pack: They want the Pack to succeed, because Rayla can escape once L'Heureux (or the Pack itself) performs the Garden Rune Ritae on the Lilin parchment.

The Seed of Lilith

Let there be light. The language that spoke a universe into being still exists, though it has been muddled since the fall of Babel. Mortals catch glimpses of it in Hebrew, Egyptian hieroglyphs, and Enochian. Lilith, having sat on the creator's lap as she whispered secrets in her ear, speaks a true version of this language of creation.

The language of creation shapes things. The speaker names lead "gold" and the base metal transmutes itself to comply—for the language of creation must speak only truth. Lilith, Mother of Monsters and creator of Disciplines, harvested several Seeds from the lips of God. These Seeds exist in the bellies of her Children, in the blood of her Devotees, and as seeds scattered across creation.

This particular Seed exists as a fruit in Lilith's garden. Reading the parchment properly, by using the Garden Rune Ritae, transports the vampire spiritually to the Garden while leaving their body behind. There, they can eat the fruit—thus taking the Seed into themselves.

It takes decades, if not centuries, to fully digest the Seed before it reveals its true power. It is of little immediate value to the Pack, but is very valuable to both L'Heureux and the Dancers of Datura.

WHAT DOES THE SEED DO?

The Seed remakes creation, so it's honestly up to you what the long-term effects are. Here's what the antagonists believe:

Stéphanie L'Heureux believes the Seed lets a vampire ascend to godhood, much like the Antediluvians did.

Scarlet Moon believes the Seed lets a vampire commune with Lilith Herself, and gain the Dark Mother's wisdom from Her lips.

Pierre Bellemare believes the Seed can pull an Antediluvian's mind back from the fog of torpor and awaken them. This is what Rayla told him.

Rayla won't tell anyone what she believes the Seed does — it's a secret.

Setting up the Pack

Act 1 sees the Pack set up by Bellemare, after which L'Heureux swoops in to save them from dishonor if they help her. The characters might balk at being manipulated, but that just leads the two elders to lean on them harder—there's no way for them to scorn a Sabbat war hero and a Seraphim, and survive. The only way out of this mess is either cutting a deal with L'Heureux now (as Bellemare is not interested in any deals), or getting the parchment and blood for themselves and then cutting a deal.

If the characters keep resisting, Bellemare and L'Heureux start to whittle away at their Arena, Mawla, Haven, and other important Backgrounds. They also gain the Suspect flaw until either a Seraphim or Bellemare clears them of guilt. If this sounds harsh: it is—the Sabbat doesn't have a kiddy table. Make sure the players know any lost Backgrounds can be regained with roleplaying, or you'll refund the points, but feel free to lean on the characters hard while respecting your players' comfort.

Styles of Play

Here are some ways to adapt Lost in the Garden for your style of play (see TBH: PtS pg. 5).

The Nomads: The Pack is in the wrong place at the wrong time, and draws the ire of Bellemare. They need never find out that Bellemare set them up. L'Heureux's offer to bail them out is good, and she can use her influence as Seraphim to help them increase their Rove which is always valuable to nomads. The Pack on pg. 30 uses this play style. ***Suggested Pack Type:*** Wanderers

The Coven: This works best if the coven is from a city near Montréal. Getting a foothold in the city helps secure their own base of operations. Ironically Bellemare would be a greater ally than L'Heureux, but he plays hard to get. Once Rayla is freed from the Garden however, Bellemare is more receptive and happily helps them secure territory in the Epilogue. ***Suggested Pack Type:*** Ritualists

The Removers: Rather than bail them out, L'Heureux hires the Pack. She offers to smooth things over with Bellemare as a bonus. Run Act 1, Scene 2 with this more professional relationship in mind, and let the Pack haggle over their reward. ***Suggested Pack Type:*** Press Gang

Scenario Tenets

Lost in the Garden has its own scenario tenets. We'll go over them and explain how they work. If you want to drop a tenet though, go right ahead—it's your game. Discuss all tenets with your players and make sure they're on board.

Lilith's Lessons

Pain teaches the only lessons worth learning. This is a Lilin scenario, after all. None of the people in this scenario will approach the Pack openly and fairly—it's all manipulative bullshit and backhanded punches. More importantly, even getting to the parchment requires sacrifice. The characters never gain Stains for inflicting pain on others, or through suffering pain.

Conflict is the only option. Every Act of Lost in the Garden offers an opportunity for violence, be it throwing physical punches or a conflict for social dominance. Characters never gain Stains for acting violently first, nor for escalating violence.

We are Sabbat. The characters might have secondary allegiances. Some of them are likely Lilin, and might feel a kinship with the Bahari. Still, in the end they remain loyal Sabbat—though that's not the same as being loyal to L'Heureux or Bellemare personally. Characters never gain Stains for actions taken to further the Sabbat's cause, but do stand to acquire Stains for betraying the Sabbat.

Sascha's Who's Who

The Pack may pull some strings to get more information on the characters in this scenario. If they do, present them with the following snippets taken from the musings of Sascha Vykos.

Stéphanie L'Heureux. Tzimisce Antitribu. Childe of Maciej Zarnovich. Previously of Montréal. Enthusiastic diablerist. Sole survivor of Zarnovich's circus of freaks, and by far his greatest creation. A sublime creature with a love for fire and pain; how we never caught on she reveres the Dark Mother is, in hindsight, beyond me. I admire her talent for blood magic; the Crucible Ritae is a transcendental piece of art. The Seraphim has, so far, regrettably declined my standing offer to explore exactly how much she can take. I'm sure she'll come around some night; like me, Stéphanie aspires to nothing less than the complete sacrifice of the flesh.

Scarlet Moon. Tzimisce Antitribu. Childe of L'Heureux. Another little girl stuck in her rebellious phase. How trite. And for what; the Dark Mother's ongoing and enduring neglect? I'm sympathetic to a point—every young girl goes through a piercings and Lilith worshiping phase—but at this point it's frankly ridiculous. Last seen dancing skyclad under the moon with a Pack of Bahari.

Pierre Bellemare. Brujah Antitribu. Childe of Louis le Monstre. War hero of the Sabbat, and our only holdout in Montréal. I don't trust him. Oh, I know what you'll say: But Sascha, you don't trust anyone! This is true. But I trust Bellemare even less than others. Something is distinctly off about him, and I don't mean that as a compliment. He is, however, famed for his Monomacy skill and one of the best ritual duelists I know, which one supposes counts for something.

Rayla. Child of Zillah. Sire unknown. Now there's a name I rarely hear. A seer of the Gehenna war, purportedly able to glean the machinations of the eldest. Occasional Packmate to Pierre Bellemare, though the relationship appears to be turbulent; or perhaps this is merely an expression of their mutual independence. Ephemeral as moonlight. I'd love to cut her open and wear her skin for a night to see the world through her eyes.

Act One:

Through the Fire

I made no more protests. What was the use of struggling against fate

— ROBERT GRAVES, I, CLAUDIUS

Scene 1: Fire, interrupted

The Pack is in an unaligned city within driving distance of Montréal. This adventure assumes Portland (New York), but you should substitute based on the needs of your chronicle. They're in the throes of a Fire Dance (TBH: PtS, page 63). Take a moment to describe the scene.

The alley is empty. The characters hear the sounds of traffic and nightlife just around the corner, but here everything is still—it's just them and the fire. Pallets roar to a blaze in the middle of the asphalt, with stolen jackets, sleeping bags, and newspaper used as kindling. The air is thick with the blood of their last meal.

The Fire Dance sits at the core of the Sabbat's philosophy. It provokes the Beast, challenges it until it shows its throat to the Cainite. Give the players a chance to roleplay here. Ask if their last meal is still around—alive or dead, perhaps discarded on the pyre. Ask if any challenges another, either with snapping teeth or carefully placed gossip.

TOUCHSTONE RITAE

If any of the characters have a Path Conviction with the Fire Dance as a Touchstone Ritae they might gain Stains or succumb to frenzy when the Ritae is disrespected (see TBH: PtS, page 13). You can give a player with this Ritae as a Touchstone the option to either test for fury frenzy (Difficulty 1 or 2 depending on how badly the Ritae is disrespected), or they can immediately gain 1 Stain. In this scene the Ritae is being abused, but it is not prevented from completion.

In Act 2, when the player characters are on the road or in Montréal, it's possible that Anarchs or hunters could again interrupt their Vaulderie or other Ritae. If a Touchstone Ritae is prevented from completion the characters gain 2 Stains, and test for fury frenzy at Difficulty 3 if the source of the disruption remains near. As always the Storyteller is the final arbiter and both penalties may increase if any of the Pack's ritual implements are stolen, damaged, or destroyed by the trespassers.

Hellfire Saints

The Ritae is interrupted by a gang of motorcyclists. A Wits + Awareness test (Difficulty 2) alerts the Pack in time. On a success, the Pack can act normally—for example to jump out of the way, or pull a motorcyclist off their bike. Otherwise, the motorcyclists tear right through the pyre, executing their first attacks while scattering burning pieces of wood everywhere and forcing a Terror Frenzy (Rötschreck) test against difficulty 1. The benefits of Fire Dance apply to this test.

The motorcyclists are Cainites of the Hellfire Saints Pack. They attack with chains, nail-studded baseball bats, shotguns, and by trying to drive the characters down. They're not looking to deal final death, nor do they want to risk it themselves—they attempt to flee the scene (fitting as many as 3 on a single bike if necessary) if either side suffers too many casualties. They also let the Pack flee, if the characters take that route.

You can find the bikers' in **Extras** (see pg. 28).

Set-Up

If the characters wonder: They have no history or conflict with the Hellfire Saints, nor can they think of any reason for the attack. However, later that same night word comes down the grapevine that the Pack entered the territory of Hellfire Saints, didn't introduce themselves, and became immediately aggressive when confronted. This version of events is supported by the Hellfire Saints's Pack priest, Pierre Bellemare, whose voice carries considerable weight.

Asking the right contacts, or succeeding at Wits + Streetwise test (Difficulty 2), reveals that the territorial claim is recent, but true. A successful Intelligence + Resolve test (Difficulty 3) means the character has seen (either in person, or through media) Pierre Bellemare before—and he was not present at the confrontation. At this point it's clear Bellemare is setting them up, though the Pack has no idea (nor any way of finding out) why. Succeeding at a Wits + Politics test (Difficulty 2) reveals the truth won't matter, even if the Pack can prove it—there's too many Sabbat big shots still reliant on Bellemare to either safeguard, or extract, their assets from Montréal.

Characters with Sabbat Status 4 or higher could potentially challenge Bellemare to a Monomacy, but Bellemare is a renowned, undefeated ritual duelist with dozens of Monomacies to his name. Not to mention they'd have to find him first, and Bellemare is happy to stretch the limits of propriety—by the time the dust settles, the characters can expect to lose some of their Status.

Scene 2:
Guardian Seraphim

It's next night. Give the Pack a chance to call on their contacts if they want, or to uncover the information from the previous scene if they haven't already. If they want to dig up more about Bellemare, give them the information from Sascha Vykos. The outcome remains the same: Bellemare set them up, and they won't get anyone to listen to their side of the story. Any attempt to contact Bellemare directly is rebuffed—he is not interested in talking. Bellemare hasn't asked for reparations against the Pack's transgression yet, but that can't be far behind—the Pack is in trouble.

That's when they receive an invite from Stéphanie L'Heureux. She's an influential Seraphim, also originally hailing from Montréal. A Wits + Politics (Difficulty 2) reveals that she and Bellemare didn't interact much in Montréal, and she's since ridiculed him as being narrow minded with no hope of reaching true enlightenment. It's unlikely she's allied with Bellemare against the Pack, and it's in their best interest to hear her out. Give the players Vykos' information on Stéphanie L'Heureux if they dig for it.

The Circus of Pain

L'Heureux travels with Le Cirque de la Douleur. The circus always sets up overnight, in an abandoned warehouse, a field just outside of town, or an unused subway tunnel. The circus' arrival spreads through word of mouth, with several dark web boards dedicated to tracking it. The circus comprises several small tents, hosting among others a tasteful bondage theater, a brutal sadomasochistic scene, a scarification tent, and a tattoo and piercing parlor. More extreme tents are open only on invitation, and here L'Heureux and her Pack seek the limits of Cainite stamina—L'Heureux herself is (in)famous for her fire act. Cainites on the lookout for Lilin symbols easily spot satin moths, crescent moons, and apples intricately embroidered on tent canvases.

The Seraphim meets the Pack before her act, meaning her time is limited. A successful Wits + Insight (Difficulty 3) reveals this is on purpose to put pressure on the Pack to decide quickly. L'Heureux confirms that Bellemare is framing them, though she honestly doesn't know why (nor does she care). She's willing to get involved on the Pack's behalf, and pull some strings to get them off the hook, if they do a tiny little favor for her. Another Wits + Insight (Difficulty 2) reveals her offer is sincere.

The Seraphim

L'Heureux wants the Pack to infiltrate Montréal, make their way to the Cathedral of Our Lady of Sorrows, and retrieve a parchment kept in the cathedral's catacombs. If the Pack holds any Lilin, she reveals the parchment holds a lost fragment of The Revelations of the Dark Mother, and offers to share its insights with the Lilin. Otherwise, getting her to reveal the nature of the parchment requires some prodding with a successful Charisma or Manipulation + Persuasion test (Difficulty 2). She also informs the Pack that her wayward childe Scarlet Moon also seeks the parchment, and will likely make an appearance along the way. She wants the Pack to bring back either Scarlet Moon herself, or the childe's blood.

The Seraphim won't divulge why, and simply claims that Scarlet Moon and her blood belong to her. A successful Intelligence or Wits + Politics (Difficulty 3) reveals that might be true under certain Sabbat laws, but openly calling Scarlet Moon a traitor makes L'Heureux look bad and puts the punishment out of her hands—the Seraphim needs the Pack to return her wayward childe on her own terms.

In addition to getting Bellemare off their back, L'Heureux can offer various tangible resources and her own patronage. There's room for negotiations here, so let the characters state what they want—she can help them increase their arena, secure a haven, serve as mentor, or simply pay them in cash.

L'Heureux can also initiate them in the Path of Lilith. If any of the Pack are already Lilin, the Seraphim appeals to their faith and dedication—a new fragment of The Revelations of the Dark Mother is invaluable.

If the characters later dig up more information about Scarlet Moon, give them Vykos' information on her (see pg. 8).

PREMONITION AND PROPHECY

Throughout this scenario the player characters are antagonized, outmaneuvered and preempted by the actions of Pierre Bellemare. This is due to the advanced powers of premonition possessed by his trapped Packmate Rayla. She claims to belong to a rare bloodline and calls herself a Child of Zillah, but given the Sabbat's disdain for Clan affiliations few give this much thought. The Gehenna Cult they serve is never identified in this scenario, but if you're using the True Hand in your game world, Rayla would likely serve them. Her bloodline is detailed in Bloodlines Unbound 2 : The Tal'mahe'Ra on the Storyteller's Vault.

If the player characters attempt to use powers such as Premonition to discern the dangers they face, it's a good opportunity to tip them off that there are forces at work against them using the same powers of foresight. Perhaps they experience a painful feedback loop when employing these powers against Bellemare or instead of seeing the future they see themselves in the present but feel as if they are gazing through the eyes of a stranger. This sense of being manipulated or guided by unseen hands could also result in dreams involving puppet strings, endless staircases, or falling from a great height.

Rayla cannot perfectly predict the player characters' action, but she has foreseen that her only path to freedom requires their intervention.

Scene 3:

Blessing of the Dark Mother

This scene assumes the Pack agrees to L'Heureux' request. Refer to Setting up the Pack (see pg. 7) if they don't.

The Seraphim performs the Blessing of the Dark Mother Ritae (see Sidebar below) for the Pack, which is a variant on the Sermon of Caine Ritae. L'Heureux paints a picture of the Mother's garden, where all monsters are loved. Lilin and characters succeeding at a Wits + Occult test (Difficulty 2) can see the garden before them. Thorned trees reach as high as the eye can see, striped black bark giving way to red leaves. The moss underfoot is soft and deep red, with small flowers releasing the heady scent of ancient blood. The world is ripe with life—insects scuttle underfoot, and raptors with paper wings caw among the leaves.

Take enough time to describe the ritual and garden. Don't dictate the characters' reaction, but in general the Blessings of the Dark Mother has a profound emotional impact. Seeing the garden, and acknowledging the Ritae's impact, has no bearing on its mechanical effects.

BLESSINGS OF THE DARK MOTHER

This Ritae is a variant of the Sermons of Caine Auctoritas Ritae. Any Bahari Priest with the Ritae Background can perform this Ritae. Other Pack Priests can use this ritae in place of the Sermons of Caine if they have the Ritae Background with the Innovator extra (see TBH:PtS pg. 93).

The Blessings of the Dark Mother are often performed after a Fire Dance or Vaulderie when Bahari come together in large numbers. Passages from the Revelations of the Dark Mother are often spoken from memory and the Priest may call upon one or more of the faithful to recount a lesson learned from pain or trauma. Packs led by Noddists rarely use this Ritae unless they believe in the Dark Union, the metaphysical heresy that sees Caine and Lilith as a single divine being (see TBH:PtS pg. 7).

System: All Sabbat vampires taking part in the Blessing heal one Superficial Willpower damage at the Ritae's completion. A Sabbat vampire who recounts a painful lesson or a traumatic story of their mortal life during this Ritae gains the Status flaw Suspect until the end of the Story. For as long as they possess this flaw, they can automatically resist or Ride the Wave of Rage Frenzy. This benefit also extends to their Pack when they are in their presence. This benefit fades once the flaw is lost, suppressed, or at the end of the Story. A Cainite that is already Suspect or Shunned cannot recount their pain and gain this benefit and drawback of the Ritae.

Act Two:

MEET MONTRÉAL

You're better equipped for this world than I am.
I'm always trying to change the world.
You know how to live in it

— TOM ROBBINS, STILL LIFE WITH WOODPECKER

The Pack makes its way to Montréal, and arrives to a hostile welcome from the local Anarchs. They find the Cathedral of Our Lady of Sorrows and make their way to the catacombs.

Scene 1: On the Road

The drive from Portland (New York) to Montréal takes about 7 hours—or 5 to 6 if the characters break the speed limit. It's doable in a single night, but the Pack may also decide to stop for the day underway—let the players decide.

The route takes them straight to Second Inquisition hot spots. The hunters were, unsurprisingly, drawn by the fights between Sabbat and Anarchs in Montréal. Their presence lessened along with the active conflict, but has not dissipated completely.

PACK TYPE AND ARENA TRAITS

The characters' Pack Type and Arena Traits (see TBH: PtS, page 43, 46) may come into play during Act 2. A Wanderer Pack for instance would likely be able to quickly recover from any setbacks on the road, while a Pack that included Montréal within its Rove would be able to completely bypass any dangers along the way with a single roll, usually Wits + Drive or Survival. Each dot the Pack has in Rove decreases the Difficulty of any roll to impede the Pack's progress on the road by -1.

The Storyteller should also feel free to allow the Pack to add their Rove to any attempts to infiltrate or flee enemy territory, or escape the pursuit of hunters and other enemies. The one exception is when they enter Montréal, as any attempt to sneak into the city will be thwarted by Pierre Bellmarre and his prescient Packmate Rayla in Act 2, Scene 2.

The Father's Angels

The Father's Angels biker bar sits as a potential stop next to a gas station. The smudged, peeling facade and row of Harleys in front reveals this place is unlikely to receive visits from either health inspectors or police—making it perfect for a quick snack. The Pack might suspect an ambush, but as a successful Wits + Investigation (Difficulty 3) to scout the place reveals: there is none. Characters succeeding at an Intelligence + Streetwise (Difficulty 2) might remember that this bar used to belong to the Navigators Pack, but has been left to the mortals after the Sabbat abandoned Montréal. This seedy dive bar is populated by bikers of all genders. Vampires can easily feed by picking a

fight, though this prompts Ronnie the Latina bartender to tell them to take it outside. They can also try to seduce one of the patrons, or lie in ambush outside. Let the players suggest a method based on their Predator types and take it from there.

If the Pack knows that the bar used to belong to Cainites, they might think to check it for a safe day haven. The basement holds a spacious safe room, found with a successful Wits + Investigation roll (Difficulty 4), that locks from the inside and is sun and fire proofed.

The bikers are Gangsters (V5 Corebook pg. 371).

The Accident

The Pack passes an accident on an abandoned stretch of road—a driver, likely fell asleep and drove off the road and into a ditch. Two women stand by the car, trying to figure out how to help.

This is an excellent opportunity to eat, but unfortunately for the Cainites it's a trap. The ambush is not specifically targeting the Pack, but the hunters aren't picky. A successful Wits + Awareness (Difficulty 3) reveals that the car is busted up, but in surprisingly clean state for having driven into a ditch. Any character rolling 4+ successes, also notices the handguns under the women's shirts. Scouting the area with a successful Wits + Investigation (Difficulty 4) reveals an unmarked van with no light parked nearby. The van is locked, but a back-up team of 4 Inquisition members hide in the back. A small infrared camera on top of the van (Wits + Awareness (Difficulty 4) to spot) keeps a lock on the bait car.

If the characters stop—to attack the women, or simply to see what's going on—the camera quickly reveals them as being at ambient temperature. The Second Inquisition swarms out of the van, the two women pull their guns, and a fight ensues.
The women are Inquisitor Deltas (V5 Corebook pg. 372), while the four people in the van are Inquisitor Investigators (V5 Corebook pg. 372).

Scene 2: Montréal

The Pack has no way of getting into Montréal undetected, thanks to Rayla's premonitions. Still, have the players roll Wits or Dexterity + Stealth (Difficulty 3). Success reveals that something is amiss and they should have snuck in just fine.

The characters make it a few neighborhoods into Montréal. Any of them sensitive to the esoteric (player's choice, but if in doubt: Wits + Awareness, Difficulty 2) can feel the city's miasma settle around them. It's thick and heady, a mantle of blood and darkness ingrained into the cityspace by decades of Sabbat Ritae. Montréal was once the crown jewel of the Sabbat's domain, a place where their religious zealotry could run its full, bloody course—and the city remembers.

If the Pack specifically looks for a place to hole up, run The Abandoned Haven encounter. Otherwise, skip to their confrontation with the local Anarchs.

ON MONTRÉAL

Montréal used to be the beating heart of the Sword of Caine's intellectual and spiritual elite. The evacuation of the city is a particular sore point for the Sabbat ever since a coordinated Second Inquisition attack disrupted the Sect's efforts to remove everything of value from the city. Not only was the Temple of Eternal Whispers ransacked, the sacred Litany of Blood—the Sabbat's record of all of their dead fallen in war—was lost. This tragedy, among others, deeply undermined the authority of the Sabbat Cardinals and likely led to the rise of the Seraphim cults. Now the city is overrun by Anarchs and independent vampires who have no idea what wonders and mysteries are scattered throughout the city's abandoned Sabbat havens.

Characters can discover with a successful Intelligence + Politics or Streetwise roll (Difficulty 2) that Montréal is now ruled by a loose Anarch collective, and that only a few Sabbat such as Pierre Bellemare have been able to maintain their presence in the city. The Anarchs answer to a Toreador Baroness known as Thorns, who is willing to recruit ex-Sabbat who relinquish their ghouls and the Vaulderie. Thorns actively directs the dozen gangs under her control to brutalize any Camarilla who enter the city uninvited.

The Camarilla on the other hand have yet to take any power in the city of spires, because they fear the Second Inquisition is still focused on Montréal. Also, since none of the city's Lasombra defected to the Ivory Tower, they also fear the "Anarchs" may have closer ties to the Sabbat then they'd like to admit.

The Abandoned Haven

Montréal is filled with abandoned havens since the Sabbat left the city. A fair share has been snapped up by mortal real estate developers happy to convert a rundown warehouse to luxury apartments. Many others still sit though, untouched for decades, in places mortal eyes would never think to look, or don't even know exist. These havens sit in sub-basements and underground bunkers, carefully scrubbed from any maps, or hidden in plain sight in church crypts and catacombs.

The Pack can find such a haven with a successful Wits + Streetwise (Difficulty 3) test. The trail of vampire marks isn't hidden in the usual graffiti or street posters, but rather in the city's architecture itself—fangs on a gargoyle here, an inverted ankh hidden among the carvings on a church door. The characters find the haven in an abandoned crypt under an oratory at the foot of Mount Royal. The haven consists of a series of rooms, laid out in a circular fashion connected with open and hidden passages. The circular design makes the haven very disorienting to navigate, and would be excellent against intruders if the Pack is hoping to establish a permanent base in Montréal. A successful Wits + Investigation (Difficulty 3) reveals a human heart, still beating and suspended in a clear vat of Cainite blood, hidden in a dark alcove in one of the rooms. Any level of Auspex circumvents the need for this roll, and both Malkavian and Ministry vampires can likewise hear it beating without a roll.

The Locals

An Anarch gang confronts the Pack. They'll initially mistake the Pack for Camarilla and demand they get the fuck out of town. Revealing themselves as Sabbat does nothing to win the Anarchs over. If anything this puts the Anarchs more on edge.

Surveying the area reveals another vampire, standing at a distance. This is Pierre Bellemare, and the players may decide if they recognize him or not. Any characters with Sense the Unseen (Auspex 1) also see a translucent figure standing next to Bellemare. She's saying something, and he can clearly hear her as he nods. Drawing any attention to Bellemare, or moving towards him, sees him leave the scene using Blink (Celerity 4), see the opening of Scene 3 if one of the characters can keep up.

The Pack can't talk their way out of the Anarchs' demands—there's simply nothing they can say that the Anarchs will trust. Dominate and Presence are at +1 Difficulty, as Bellemare took care of that in advance—probably furthering the Pack's (correct) suspicions that they walked straight into a trap.

The Pack can agree to leave and then sneak back in. Though this simply sees the same gang of Anarchs waiting to ambush them, with Bellemare looking smug just out of reach. This time they don't give the Pack a chance to leave or explain themselves. The characters can also try to run, or fight their way through.

Whether the Pack tries to run or fight, resolve the scene normally. The Anarchs don't pull their punches, but they don't fight to final death either. Curiously, if one of the characters is at risk of Torpor the attacking Anarch freezes up for a second with eyes glazing over—giving the character a chace to get out of harm's way. This is also part of Bellemare's manipulation. He wants the characters hurt, but not dead, and carefully used his Presence and Dominate to influence this Anarch gang.

The Anarchs are four Revolutionaries and one Bloodthirsty Sheriff (V5 Corebook pg. 374, 375) The Anarch Bully (see pg. 29) can also be used.

Scene 3:

Our Lady of Sorrows

After the Anarch conflict, the Pack finds itself in front of the Cathedral of Our Lady of Sorrows. If it went badly, they can flee inside and the Anarchs won't follow as the Pack seemingly disappears from their memory. Any characters that have Blink (Celerity 3) can follow Bellemare and he will lead them here before using his intimate knowledge of Montréal to lose them.

The cathedral is beautiful. The south side of the nave and part of the roof have collapsed, leaving it open to the sky. Nature reclaimed the building, red moss and thorned vines with delicate red flowers covering the barren stone. Most of the statues are long gone, but some remain as holy people wearing crowns of moon flowers. A deeper red, almost black, moss covers the apse wall where the cross once sat. Any Cainite standing inside the cathedral may look up at an alien sky—a successful Intelligence + Academics or Occult (Difficulty 3) identifies only the constellation of Orion, though its location and angle in the sky are off. A crescent moon shines overhead—which, incidentally, is not what the moon phase should be.

The Pack is not alone in the garden. A successful Wits + Awareness (Difficulty 3) alerts them to the presence of five other vampires: Scarlet Moon and the Dancers of Datura (see Appendix 2) stand at the altar and seemingly disappear into the ground. This alerts the Pack to the hidden entrance under the altar. Otherwise they must spend time searching while thorns prick and strange flowers bite—inflicting 2 superficial health damage and forcing a Rouse Check as the fauna leeches their blood.

The altar pushes away with a successful Strength + Athletics test (Difficulty 3) or appropriate use of Potence. The Pack can climb down through the tangled roots covering the hole, and into the darkness below.

Act Three:

MOTHER'S GARDEN

If you didn't have me to rake you over the coals now and then,
there wouldn't be any fire in your life at all.

— JOE HILL, HEART-SHAPED BOX

The Pack delves into the catacombs to find the parchment, and potentially enters Lilith's Garden. This act gets a little weird and esoteric, and we encourage you to lean into its alien nature.

Scene 1: The Labyrinth

The Cainites descend into the catacombs through roots that caress and strangle. They finally emerge climbing upward, clawing their way out of the ground in an act disconcertingly similar to shovel head creation Ritae.

The catacombs are barely grounded in linear space and time, full of curving corridors that go on endlessly, or branch off and double back on themselves when they can't possibly. The characters must succeed at an Intelligence + Resolve test (Difficulty 3) to navigate, and can only mark the passage of time through their Hunger. Failure costs 1 Rouse Check, while Bestial Failure costs 2 Rouse checks.

The tunnels (or is it a singular tunnel—at this point it's impossible to tell) holds no mammalian life, though when the need is most dire you should have the characters stumble upon a nest of fat red worms filled with blood—enough to slake 5 Hunger between them if they eat the creatures by the handful. We leave the timing of this encounter to your discretion, and you may opt to forgo it entirely—it won't hurt the characters to starve a little.

The Birth of the Parchment

The Pack comes across a room filled with satin moths. They cannot go back—the tunnel behind them doesn't exist anymore—so they must forge onward. The moths don't attack the Cainites, but they do envelop them. Be mindful of your players' comfort if you describe the winged insects crawling into hair and mouths.

Finally the moths part in an upright oval shape, beyond which ephemeral wings calcify and bind together to form a parchment bathed in blood. The letters on the parchment shift and move, and vampires familiar with those languages recognize Enochian, Ancient Greek, Hebrew, and Latin words. Trying to read the text requires a Resolve + Occult roll (Difficulty 4) and instills a profound sense of injustice and hunger for vengeance. Success lets the Cainite regain 1 Willpower or slake 2 Hunger (player's choice but Hunger cannot be reduced to zero). Failure inflicts 1 Aggravated Willpower damage and requires a Rouse check.

If any vampire reaches out to take or touch the parchment, it disappears and leaves a single satin

moth sitting on their hand. The vampire can eat the moth to slake 1 Hunger, or leave it be. The moth turns into a tattoo on their hand once they leave the catacombs (see Pain Moth below).

The moths part after the parchment is birthed, giving the Pack a clear view of the tunnel onwards.

NEW PATH ADVANTAGE: PAIN MOTH

A moth tattoo appears on the Cainite's hand. Whenever anyone tries to supernaturally coerce them with Dominate, Presence, or similar powers they can take 1 Aggravated Willpower damage to automatically resist the power once per Session. This tattoo fades after a month unless the Cainite follows the Path of Lilith and takes it as a level ●● Path Advantage for 6 Experience.

Experiments Written in Blood

The catacombs lead to a dirty, tiled room. The air smells of disinfectant, bleach, and blood. A single medical examination table stands in the center of the room, a dried and desiccated corpse strapped onto it. Several more withered corpses lie strewn carelessly across the floor. Then, the scene changes.

The tiles become bright and white. The corpse on the table becomes flush with life—here lies a mortal, barely conscious and in great pain, bound upon it with leather straps. Depending on your group's comfort, you can rule the mortal has already passed out.

Stéphanie L'Heureux and Scarlet Moon (should the characters recognize her from the cathedral) stand on either side of the table. They're each holding a scalpel, and carefully carving various words and symbols in their victim's skin. The pair works in perfect harmony, creating an intricately mirrored text upon the kine's body

Neither L'Heureux nor Scarlet Moon acknowledges the Cainites. The mortal does see them, following their movement with large and terrified eyes, but is unable to speak. If the characters specifically look, they see the mortal has no tongue. Any further attempt to interact with the vampires or mortal fails, and any touch goes right through them.

Deciphering the writing on the mortal's skin requires an Intelligence or Wits + Occult test (Difficulty 4, or 3 if the character knows the Labyrinth Rune Ritae). The writing is a variant on the Labyrinth Rune Ritae (TBH: PtS, page 67). Any Lilin in the group (or otherwise with a successful Intelligence + Occult test, Difficult 3) can speculate this Ritae does something similar—create a mind map, or possibly a spirit portal—related to the providence of Lilith, given that the Ritae is created through pain.

If any characters are at Hunger 2+, this scene invokes a hunger frenzy check (Difficulty 2). Failure, or riding the wave, means the character tries to feed off the bound mortal, or one of the Cainites in the room, even if they know none of them are real. This sees the vampire trying to feed off the dead corpses, either the one on the table or any on the floor (believing they grabbed L'Heureux or Scarlet Moon), and requires a successful Stamina + Resolve (Difficulty 3) or the Iron Gullet Merit to keep the blood down. Any Pack mates not caught in the throes of frenzy may try to restrain them—those corpses have been there for decades and they look it—or offer their own blood to sate the hunger.

The vision—or, more accurately the echo through time—fades again and leaves the characters in the now empty, and dirty tiled room. A metal door at the far side of the room opens back up in the catacombs.

The Lake of Blood

The tunnel opens into a large natural aquifer holding a lake of blood. The blood smells absolutely putrid, but if any characters are at Hunger 4+ it still invokes a hunger frenzy check at Difficulty 2. Any vampire drinking from the lake must make a Stamina + Resolve test (Difficulty equal to total Hunger slaked from the lake, cumulative for the scene). Success means they keep the blood down and quell their hunger. Failure means they vomit it back up and suffer 2 superficial health damage.

Gazing upon the lake, the Pack sees their reflection in the surface shimmer and shift until they see five other vampires look back at them. The Dancers of Datura, including Scarlet Moon, are as surprised to see the characters as they are. They're currently in a different part of the catacombs, likewise trying to navigate its labyrinthine halls.

The lake of blood works like a two-way mirror, giving the two groups a chance to talk. Physical violence and any use of Discipline powers are absorbed by the lake, though oddly Blood Sorcery does pass through to its intended target. If the Pack is inclined to negotiate with Scarlet Moon, this is the perfect spot for it.

Scarlet Moon is not the leader of the Dancers, but she brought them information on the Seed of Liltih and the coterie is egalitarian enough that she may take the lead now. She demands to know what the Pack is doing here, rightly assuming L'Heureux sent them and immediately adopting an aggressive posture. She admits to searching for the parchment, and reveals (if L'Heureux didn't yet) that it holds a lost fragment of Revelations of the Dark Mother. She also says the Pack will never get her blood, again rightly assuming they were sent to retrieve it for L'Heureux. Make sure your players catch that, as knowing Scarlet Moon's blood holds something of importance may help them later.

Scarlet Moon also accuses L'Heureux of being selfish. She claims her sire only learned the Dark Mother's lessons about enlightenment through pain, but fails to grasp the lessons about community and comfort. L'Heureux would keep the Seed of Lilith for herself, while Scarlet Moon wants to share it with all Bahari (though starting with the Dancers of Datura, for obvious reasons). Make sure to use the phrase "Seed of Lilith," as it's the first and possibly only chance the characters have to learn about it. If the Pack asks about it, Scarlet Moon is quiet for a moment and then smiles: "Oh, she neglected to tell you? Ask me again when we meet in person."

Time the ending of this scene carefully. You should give the group time to set a tone with Scarlet Moon, whether hostile or friendly, but not have the conversation stall or become overly familiar. The surface of the lake ripples again to end the conversation, allowing the Pack to make their way past the lake and out the other end of the aquifer.

THE DANCERS OF DATURA

The Dancers are an independent group of Bahari, comprising several coteries across Canada and the Northern US. They fully embrace the Dark Mother's lessons about pain, though they also see a deeper, hidden message in Lilith giving succor to Caine. The Dancers believe the Mother encourages her pupils to comfort each other as they endure pain—not to give release, which is taboo under the teaching of the Dark Mother, but to assure them enlightenment awaits on the other side. The Dancers frequently, and deliberately, allow spies from other sects in their midst, confident that their little vampiric family will win them over. It works more often than not, and there's always a sharp stake and shallow grave if it fails.

The Dancers take their name after the poisonous plant which takes a prominent place in their rituals. They imbibe the poison through blood to gain its divinatory effects, use ink laced with datura extract to tattoo their bodies, and revere the plant itself as a gift from the Dark Mother.

Scene 2: The Chapel

The tunnel opens into a vast underground chapel carved from rock. It holds various statues, carved from the same rock, detailing scenes from the Dark Mother's existence: birthing the first monsters, consoling Caine, and her despair when Caine kills her children in the garden of sorrows. The walls and statues are covered by pale, almost white, vines bearing shockingly red moonflowers.

An altar stands at the far end of the chapel. The vines grow so thick they're nearly impassible, forcing any supplicants to approach single-file. Suspended by vines above the altar hangs a rolled up, leathery parchment. On the altar lies a single blood-stained scalpel.

Attempts to grab the roll are forestalled by the vines wrapping around it even more tightly, obscuring it completely, or simply moving it out of reach. The Pack, or at least one of its members, must embrace the Dark Mother's teachings of sacrifice and pain before they can take the parchment.

There's no fixed path forward here, so let the players come up with an appropriate sacrifice and roll with it. They may cut themselves with the scalpel, inscribing Lilin symbols or perhaps copying what they remember from the Experiments Written in Blood. The scalpel inflicts Aggravated health damage, and 4 points between the Pack suffices. Cutting off a hand is also enough, and sacrificing a limb pleases the Dark Mother so much it restores 1 point of Aggravated Willpower. If anyone suggests sacrificing a Background or Ritae Touchstone, the chapel's magic renders it tangible as a symbolic object—placing a single one on the altar as sacrifice is enough. The characters can make any sacrifice so long as it's meaningful and real, with the Storyteller as final arbiter. The loss incurs Stains as normal (if they sacrificed a Touchstone), and you should refund any points involved to the player (if they sacrificed a Background). Note that sacrificing their last Ritae Touchstone means the character falls from their path, and you should warn the player accordingly. If the player wants to use this as a pivotal character moment in moving, for example, from their current path to the Path of Lilith that's encouraged—but you should make sure it's not just a temporary oversight.

Make sure the players have enough time to decide—this is a big choice—but have the Dancers of Datura arrive if the characters hem and haw too much. If the characters balk at making a sacrifice to gain the parchment, the Dancers will seize their opportunity.

Once the sacrifice is made, the vines gently lower the parchment and set it on the altar for the Cainite to take.

Scene 3: Proving Grounds

The moment the Cainite closes their fingers around the parchment, the Dancers of Datura enter. The chapel has only one way in and out, and the Dancers are blocking it. The Pack will have to prove how badly they want to keep the parchment, but this also offers an opportunity to take Scarlet Moon and her blood.

This scene can unfold in several ways, and a lot depends on the tone set at the Lake of Blood. You can find stats for Scarlet Moon and the Dancers in Appendix 2.

The Dancers of Datura are aggressive, but they also have a long history of converting others to their cause—and they're confident enough to try with the Pack. If the Pack asks about the Seed of Lilith, alluded to by Scarlet Moon at the Lake of Blood, she tells them that the parchment combined with the correct Ritae can serve as a gate to Lilith's Garden, where the supplicant may learn her Seed.

The Bahari wait to see what the Pack does, but they're willing to strike a deal: the Pack gives the parchment to Scarlet Moon, who then performs the Garden Rune Ritae, and they'll all enter Lilith's Garden together. A successful Wits + Insight test (Difficulty 3) reveals the Dancers are sincere. If the Pack wants to lie about taking the deal, that requires a Manipulation + Subterfuge test (Difficulty 3). Success pulls the wool over the Dancers' eyes. Failure means they catch on, and move forward with the Ritae as agreed while planning to abandon the Pack in the Garden upon return.

Scarlet Moon can share the Garden Rune Ritae with the Pack, but she's very hesitant to do so. The characters already have a vinculum to each other, so she can't use a normal blood bond to share the ritual—leaving Vaulderie as the only option. Persuading her requires a successful Charisma or Manipulation + Persuasion (Difficulty 3, or 2 for a Lilin) test, after which she agrees to do it after they all return from the garden. Only if the Pack succeeds at the same test at Difficulty 6 can they persuade Scarlet Moon to share the Ritae in advance. The Datura Dancers partake in the Vaulderie if it counts only Lilin. Otherwise, they quietly redo their own Vaulderie with Scarlet Moon once the Packs part ways again.

Alternatively, the Pack may attack the Dancers. The Dancers are fierce warriors, and do not back down—the Pack has to destroy or incapacitate all of them.

The Pack may forcibly drink Scarlet Moon's blood, whether to slake their thirst, as an attack, or just to see what happens. Even the first sip creates an incredible feeling of euphoria. The blood tastes like truth and darkness, and alchemical equations written in the stars before the universe was born. The drinker can try to take the Garden Rune for themselves by diablerizing Scarlet Moon—the normal rules on page 234 of the V5 Corebook apply. They can force themselves to stop drinking with a Willpower test (Difficulty 3), and not gain the ritual. They can also stake or otherwise incapacitate Scarlet Moon to bring her back to L'Heureux.

Whether through Vaulderie or diablerie—the Garden Rune is free of cost if the character already knows the Labyrinth Rune Ritae (see TBH:PtS pg. 69). Otherwise, the player may immediately purchase the Garden Rune, and gain the Labyrinth Rune Ritae as a free alternative with no need for a teacher. Only Scarlet Moon's blood can teach someone the Garden Rune through the blood.

If the Pack decides to return to L'Heureux with the parchment and Scarlet Moon, they find the tunnel leading out of the chapel is short and steep until they arrive back at the Cathedral of Our Lady of Sorrows. The entrance under the altar closes behind them.

THE GARDEN RUNE

This Numinous Ritae is a modified version of the Labyrinth Rune (see TBH:PtS pg. 69). Although all of its capabilities are untested, its main function is to open pathways to lingering fragment's of Lilith's Garden. These shadow places are all that remains of the sanctuary Lilith created after she escaped from Eden. Though much of it was destroyed by the flood, or possibly by the Antediluvians, pockets remain

and are often sympathetically attached to places of transition, crossroads, borders, ruined temples, and other liminal spaces. Hidden in the garden are Lilith's lost children and the hard won secrets of creation.

System: When used to reveal a hidden or occulted place, this Ritae immediately reveals an entrance and grants access. Spaces hidden with particularly powerful magic may require additional Packs to participate in this Ritae to be successful.

Scene 4: The Garden

This scene takes place only if the Pack struck a deal with Scarlet Moon, or took the Garden Rune for themselves and used it on the parchment. Bringing parchment and wayward childe back to L'Heureux ensures they never see the garden, since the Seraphim—as Scarlet Moon rightly pointed out—is too selfish to share. Having said that, entering the garden and taking the Seed may not be part of the Pack's goals, so consider this scene wholly optional.

Performing the Garden Rune on the parchment prompts the words to lift from the parchment and form into trees, vines, birds, and insects until an entire garden rises up around the Cainites. The trees reach high into the sky, their black bark casting a shadow over the red moss underfoot. The garden is a cathedral dedicated to pain—the trees are made of flesh, moaning and gasping as they rip themselves apart to grow, and scuttling insects underfoot bite with every step. The air smells of blood and life. The characters can interact with the garden freely, but you should take every opportunity to describe how the garden inflicts and welcomes pain in return.

The Pack walks the garden for a while, until they come to a bush holding a single fruit resembling a black pomegranate. Next to the bush stands Rayla, whom characters with Auspex may have seen next to Bellemare in Act 2, Scene 2. She's faintly translucent, though far less than she was in the world of flesh. She thanks them for opening the path for her, and welcomes them to the fruit as she's already eaten her fill.

Rayla is not antagonistic, and she's willing to talk. She happily explains that she carefully arranged events so the Pack would be here, now, to release her. Rayla is a Childe of Zillah (no, she won't elaborate on that) and she too sought the Seed of Lilith—but unfortunately she found herself trapped in the garden after eating it. She tells the Pack that the fruit holds the Seed, and regrows with time although here, in the Mother's paradise, it's impossible to measure how long. She wishes them luck in their future endeavors, and she's confident they'll meet again. Rayla returns to her body (kept safe by Bellemare) when she grows bored of the conversation, or if the Pack turns hostile.

The garden holding only one fruit of the Seed poses a dilemma if the Pack travelled with the Dancers of Datura. If they honestly agreed to a deal, or lied successfully, Scarlet Moon is willing to share the fruit—one half for the Pack, and one half for the Dancers. If the Pack demands the entire fruit, or unsuccessfully lied about their bargain, the Dancers of Datura attack them. The Dancers fight until they can't anymore, and welcome death in Lilith's Garden.

Biting into the fruit, whether whole or half, transports the characters back to their own bodies and ends the scene. The character finds themselves back at the Cathedral. The character that eats from the fruit gains 10 experience they can immediately spend on one Path of Lilith Advantage (see TBH:PtS pg. 23) or on one Auspex, Blood Sorcery, or Protean power of their choice. Any remaining experience fades.

When they return the underground entrance under the altar no longer exists and one of the Pack's phones pings with a message.

Epilogue

The characters succeeded in their task, whether it's to retrieve the parchment and Scarlet Moon, or to eat the Seed of Lilith. Rather than have them painstakingly make their way back, let the players decide what loose end they still want to tie up.

If the Pack entered Liltih's Garden, thus freeing Rayla, they receive a text message—that's the ping at the end of Act 3, Scene 4. It reads:

I hereby forgive your trespassing on my Pack's territory, and withdraw all claims to reparations. Let me know if you need a hand out of Montréal. -PB.

If the Pack replies positively to the message, they receive detailed, street-by-street instructions on leaving Montréal. Adhering to the instructions indeed gets them out without any Anarchs in sight.

If the Pack hasn't entered the garden, and Rayla is still trapped, Bellemare has an interest in seeing them return to L'Heureux. The Pack occasionally catches sight of Anarchs as they leave Montréal, but can bypass them with no need for a roll.

If the Pack returns the parchment and Scarlet Moon to L'Heureux, they earn her gratitude and patronage. Any Lilin, or prospective Lilin, is welcome to travel with le Cirque de la Douleur. L'Heureux performs the Garden Rune Ritae later, thus freeing Rayla. Should the Pack have tricked L'Heureux while technically keeping their word, by taking the Garden Rune Ritae from Scarlet Moon through Vaulderie and consuming the Seed before returning, L'Heureux still pays as agreed but then seeks to destroy them.

If the Pack consumed the Seed themselves, they make an everlasting enemy of Stéphanie L'Heureux. The Seraphim tries to harass and undermine them at each turn, and may even send assassins. Strike a careful balance between making L'Heureux an enemy the Pack must eventually deal with, and keeping pace with other scenarios. On the other hand though, the Pack potentially made allies of the Dancers of Datura. If so, Scarlet Moon is excellent at predicting and mitigating L'Heureux' attacks.

The Pack may still have issues with Bellemare. Carefully and discreetly digging up information reveals him as a Gehenna Cultist who seeks to wake the Antediluvians. Use your own discretion if the Pack wants to pursue Rayla, or refer to the Children of Zillah in Bloodlines of the Tal'mahe'Ra.

While this scenario welcomes the crossover, **The Black Hand: Playing the Sabbat** leaves the truth behind that sect/cult up to your game's needs.

Resolving any feuds with L'Heureux, Bellemare, or Rayla lies beyond the this Scenario, and we welcome you to build those into an ongoing Chronicle.

Rewards

Give players 1 experience at the end of each Act and 2 additional experience if they finished the Scenario while adhering to its Tenets (see pg. 6).

The Pack may also gain 3 dots in one of the following Backgrounds as appropriate for their choices during the Scenario at no cost: Allies (Dancers of Datura), Mawla (Pierre Bellemare or Stéphanie L'Heureux), Loresheet (Stéphanie L'Heureux or Lost Montréal), or Resources (Looted Haven goods). The Pack may also be interested in the Father's Angels bar. They can use experience to claim it as a Haven or as an addition to their Rove trait.

SCENARIO LORESHEET

A Scenario Loresheet can only be taken by vampires that have completed the linked Scenario. You can have levels from as many Scenario Loresheets as you want as long as you've completed them. Levels from a Scenario Loresheet can be taken by a Pack or by an individual, but their effects never stack.

Extras

This section includes antagonists and a premade Sabbat Pack for your players to use. The Parchment that details the Seed of Lilith is also described so that your players can delve deeper into the mysteries of the Bahari.

The Antagonists

The NPCs below provide obstacles and opportunities for the player's Pack. Their common and exceptional die pools are listed as well as some of their more notable powers. Feel free to give the named antagonists more powers and abilities to better suite your Chronicle.

Hellfire Saints

Common Pools: Physical 5, Social 3, Mental 4
Exceptional Pools: Athletics 7, Brawl 7, Drive 7
Notable Powers: Potence (Soaring Leap), Celerity (Cat's Grace, Rapid Reflexes)
Health: 6 Willpower: 4

Stéphanie L'Heureux

Common Pools: Physical 5, Social 5, Mental 8
Exceptional Pools: Brawl 7, Occult 10, Powers 8
Notable Powers: Auspex (Telepathy), Protean (Whispers to the Flesh, Horrid Form, Mist Form), Fortitude (Defy Bane, Prowess from Pain)
Health: 13 Willpower: 8

Pierre Bellemare

Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Subterfuge 8, Resolve 7
Notable Powers: Potence (Juggernaut, Fist of Caine), Celerity (Rapid Reflexes, Blink), Presence (Majesty)
Health: 8 Willpower: 7

Scarlet Moon

Common Pools: Physical 5, Social 6, Mental 5
Exceptional Pools: Awareness 7, Occult 6, Resolve 7
Notable Powers: Auspex (Possession), Protean (Whispers to the Flesh), Dominate (Mesmerize)
Health: 8 Willpower: 6

Dancer of Datura

Common Pools: Physical 5, Social 5, Mental 4
Exceptional Pools: Awareness 6, Resolve 6
Notable Powers: Auspex (Sense the Unseen), Protean (Feral Weapon), Fortitude (Unswayable Mind)
Health: 6 Willpower: 5

Rayla

Common Pools: Physical 4, Social 5, Mental 8
Exceptional Pools: Powers 8
Notable Powers: Auspex (Premonition, Clairvoyance), Dominate (Dementation, Mass Manipulation), Obfuscate (Vanish)
Health: 6 Willpower: 8

Anarch Bully

Common Pools: Physical 5, Social 4, Mental 3
Exceptional Pools: Brawl 6, Streetwise 6
Notable Powers: Celerity (Rapid Reflexes), Potence (Lethal Body), Presence (Awe)
Health: 6 Willpower: 3

Mortal Hunter

Common Pools: Physical 4, Social 4, Mental 6
Exceptional Pools: Firearms 6, Melee 6
Notable Powers: Armor 4, Silver Bullets
Health: 5 Willpower: 4

The Parchment

The Seed of Lilith carries the divine spark of creation hidden under words of loss and vengeance on this skin parchment. The fragment details Lilith's rage at Caine's destruction of her garden and children, vowing eternal revenge against the Dark Father—not a good prospect for their respective followers in the Sabbat trying to make peace with one another. Still, surely even ancients must let bygones be bygones over the course of millennia.

The characters can use this fragment in a real, political sense to rile up anti-Caine sentiments among Bahari. They can also sell it to Noddists in the Sabbat, who'd prefer to bury the fragment for that exact reason.

Furthermore, using the Garden Rune ritae (see pg. 25) while reading this fragment opens a gate to Lilith's garden. The fragment's contents can be copied, but only this original parchment holds the gate.

Dead End Crew

These Sabbat are young, but have proven themselves. The Dead End Crew is a Wanderers Pack type (see TBH:PtS pg. 53). They excel at smuggling blood and bodies through enemy domains. These characters are Neonates with 15 experience and easy access to civilian vehicles, gasoline cans, road flares, swords, and semi-automatic firearms.

Jackson "Retch"

The Priest and spirituel guide of the Dead End Crew. Retch is a foul looking Nosferatu but is an unwavering point of stability at the heart of the Pack's chaos.

Antitribu Clan (Gen): Nosferatu (12th)
Predator Type (Path): Reclaimer (Death/the Soul)
Hunting Rolls: Strength + Brawl or Occult
Attributes: Phys (Str 4 Dex 3 Sta 3), Soc (Cha 1 Man 2 Com 3), Men (Wit 2 Int 2 Res 2)
Other Attributes: Health 6, Willpower 5, Humanity 5, Blood Potency 2
Convictions (Touchstone): Never Fear Death (Vaulderie), Never leave a loose end (War Party), Never side with the living (Creation Rites)
Skills (Specialties): Animal Ken 3, Brawl 3 (Vampires), Awareness 1, Intimidation 2, Larceny 2, Occult 1, Melee 4 (Power Tools), Stealth 3, Streetwise 2, Technology 1
Disciplines (Powers): Animalism 2 (Thrill of the Hunt, Vermin Blood), Blood Sorcery 1 (A Taste for Blood), Potence 2 (Soaring Leap, Prowess), Obfuscate 2 (Cloak of Shadows, Unseen Passage)
Advantages (Type): Corpse Eaters 2 (Path), Initiated 1 (Ritae), Resources 2 (Cash)
Flaws (Type): Methuselah's Thirst 1 (Reclaimer), Sweet Tooth 2 (Reclaimer), Known Blankbody 2 (Mask)
Clan Bane (Compulsion): Repulsive (Cryptophillia / Voracious)
Pack Dots: Arena 1 (+1 Grasp), Contacts 1 (Cops)
Special: Reclaimers gain +2 dice to all rolls when committing Diablerie

Darva "Doll"

Your first memory was emerging from a grave. You're not sure what Tzimisce means. You just love pulling things apart and putting it back together.

Antitribu Clan (Gen): Tzimisce (13th)
Predator Type (Path): Hedonist (Cathari)
Hunting Rolls: Charisma + Athletics or Subterfuge
Attributes: Phys (Str 3 Dex 1 Sta 2), Soc (Cha 3 Man 2 Com 2), Men (Wit 4 Int 2 Res 3)
Other Attributes: Health 5, Willpower 5, Humanity 6, Blood Potency 1
Convictions (Touchstone): Rules are meant to be broken (Creation Rites), Indulge every temptation (Blood Feast), You can't change fate, destiny is everything (Vaulderie)
Skills (Specialties): Animal Ken 1, Brawl 3, Awareness 4, Insight 2, Intimidation 1, Investigation 3, Medicine 3 (Anatomy), Occult 1, Persuasion 2, Subterfuge 2 (Seduction)
Disciplines (Powers): Auspex 1 (Sense the Unseen), Dominate 1 (Cloud Memory), Presence 1 (Daunt), Protean 3 (Trophy Hunter, Flense, Whispers to the Flesh)
Advantages (Type): Beautiful 2 (Hedonist), Party Animals 3 (Path), Haven 1 (Personal), Initiated 1 (Ritae)
Flaws (Type): High Life 1 (Hedonist), Leyline Sick 1 (Haven), Dark Secret 1 (Personal Haven)
Clan Bane (Compulsion): Grounded (Covetousness / Exhibitionist)
Pack Dots: Arena 2 (+1 Rove and +1 Grasp), Herd 1 (Rest Stop Regulars)
Special: Hedonists treat their Humanity as two higher when using Blush of Life

Zaina "Witch" Selim

Magic always fascinated you in life and you found Lilith as a Sabbat ghoul. Your embrace was painful, but pain is the price of perfection.

Antitribu Clan (Gen): Banu Haqim (12th)
Predator Type (Path): Reclaimer (Lilith)
Hunting Rolls: Strength + Brawl or Occult
Attributes: Phys (Str 3 Dex 3 Sta 2), Soc (Cha 2

Man 1 Com 2), Men (Wit 2 Int 4 Res 3)
Other Attributes: Health 5, Willpower 5, Humanity 5, Blood Potency 2
Convictions (Touchstone): Follow Lilith's example (Vaulderie), Never fear the truth (Fire Dance), Rules are meant to be broken (Creation Rites)
Skills (Specialties): Academics 1, Brawl 3 (Vampires), Awareness 2, Craft 1 (Ritual Implements), Firearms 3, Insight 2, Investigation 2, Occult 4 (Blood Magic), Politics 1, Stealth 3
Disciplines (Powers): Celerity 2 (Rapid Reflexes, Fleetness), Blood Sorcery 3 (Chains of Morpheus, Breath of the Lotus Eaters, Blood of Potency), Protean 1 (Eyes of the Beast)
Advantages (Type): Lilith's Favor 1 (Path), Moon Blooded 2 (Path), Initiated 1 (Ritae), Innovator 1 (Ritae), Resources 2 (Stolen goods)
Flaws (Type): Stigmata 1 (Reclaimer), Sweet Tooth 2 (Reclaimer), Known Blankbody 2 (Mask)
Clan Bane (Compulsion): Amaranth (Judgment / Pain Seeker)
Pack Dots: Arena 1 (+1 Rove)
Special: Reclaimers gain +2 dice to all rolls when committing Diablerie

Isa "Kult" Black

Loud and powerful. Kult sees themselves as an undead angel. They've come to embrace the worthy and degrade the mortals that can't live up to their ever shifting standards.

Antitribu Clan (Gen): Brujah (13th)
Predator Type (Path): Hedonist (Cathari)
Hunting Rolls: Charisma + Athletics or Subterfuge
Attributes: Phys (Str 3 Dex 3 Sta 2), Soc (Cha 4 Man 2 Com 3), Men (Wit 2 Int 2 Res 1)
Other Attributes: Health 5, Willpower 4, Humanity 6, Blood Potency 1
Convictions (Touchstone): Never harm the innocent (Creation Rites), Indulge every temptation (Fire Dance), Punish the unworthy (Vaulderie)
Skills (Specialties): Athletics 3 (Party), Brawl 3, Drive (Stunt) 2, Intimidation 3, Firearms 1, Melee 1, Persuasion 4, Politics 1, Streetwise 2, Subterfuge 2
Disciplines (Powers): Celerity 2 (Rapid Reflexes, Fleetness) Potence 2 (Lethal Body, Prowess), Presence 2 (Awe, Predator's Lure), Protean 1 (Blindsight)
Advantages (Type): Beautiful 2 (Hedonist), Contacts 2 (Drug Dealers), Initiated 1 (Ritae), Innovator 1 (Ritae), Resources 3 (Cash and Cars)
Flaws (Type): High Life 1 (Hedonist), Hopeless Addiction 2 (Substance Use)
Clan Bane (Compulsion): Rage (Rebellion / Exhibitionist)
Pack Dots: Arena 2 (+1 Clout and +1 Grasp)
Special: Hedonists treat their Humanity as two higher when using Blush of Life

Sam "Spiders" Slender

Spiders is more comfortable around animals and bugs than mortals. When they must interact with the living they prefer to use blackmail and bribes to get what they want.

Antitribu Clan (Gen): Ravnos (13th)
Predator Type (Path): Domina (Power/Inner Voice)
Hunting Rolls: Composure + Insight
Attributes: Phys (Str 2 Dex 3 Sta 2), Soc (Cha 3 Man 1 Com 3), Men (Wit 4 Int 2 Res 2)
Other Attributes: Health 5, Willpower 5, Humanity 6, Blood Potency 1
Convictions (Touchstone): Might makes right (Monomacy), Loyalty is earned (Blood Bath), Never break your word to a Cainite (Vaulderie)
Skills (Specialties): Athletics 3, Animal Ken 4 (Spiders), Insight 3 (Empathy), Brawl 2, Awareness 2, Drive 1, Firearms 3, Survival 1, Streetwise 1, Technology 2
Disciplines (Powers): Animalism 3 (Bond Famulus, Feral Whispers, Unliving Hive), Obfuscate 2 (Empty Hands, Unseen Passage), Potence 1 (Lethal Body)
Advantages (Type): Resources 3 (Domina), Haven 2 (Personal), Initiated 1 (Ritae), Retainer 2 (Dog)
Flaws (Type): Shunned 2: Camarilla (Status), Death Wish 2 (Domina), Stalkers 1 (Domina)
Clan Bane (Compulsion): Doomed (Tempting Fate / Supremacy)
Pack Dots: Arena 1 (+1 Rove), Allies 2 (Truckers)

LOST MONTRÉAL

[SCENARIO: SABBAT ONLY]

An island city located on the St. Lawrence River, Montréal was the spiritual heart of the Sabbat for centuries. When the call came and the eternal Jyhad turned hot again, some refused to abandon the city for the Gehenna War. This hesitation led to a fracturing of the city's Sabbat power structure and left the Sabbat who did remain exposed to the hunters of the Second Inquisition. The Anarchs and Camarilla came later and, like vultures, picked clean the corpse of the city of black miracles. Perhaps some Sabbat linger in the haunted tunnels of Mont Royal or among the Lupines of the outlands, but for the most part it is known as Lost Montréal.

"The war is here fuckheads! If I have to beat the stupid out of your skulls we're going to be here all night. Wake up before your woken up with a shotgun in your mouth and it's Bang! You're dead." –Pierre Bellemare

LORE

● **City of Spires:** You know your way in and out of Montréal. When the city is within your Pack's Rove, you gain a two dot Herd of willing blood dolls. Also any attempts to detect your Pack when they are entering or leaving the city are rolled with a +1 Difficulty.

●● **The Grimaldi:** You've made contact with the last remaining vestiges of the Grimaldi ghoul family. They are wary of rejoining the Sabbat, but are willing to exchange favors. Gain three dots in Contacts (Grimaldi). They are deeply invested as bureaucrats, politicians, and lawyers and can provide any information or gear regularly available to civil servants and court officers.

●●● **Litany of Blood:** Montréal once housed the records of the Sabbat's greatest deeds and most cherished dead. This Litany of Blood was thought lost in the rush to abandon the city, but you have recovered some of the documents while scavenging there. While the city's great cathedral remains lost, parts of the Litany live on. Once per Session you can increase your Sabbat Status to three dots for a Scene when disclose you have portions of the Litany in your possession. Also everyone in your Pack can heal one Aggravated Willpower damage once per Session when you recite from the Litany.

●●●● **Nocturnal Redemption:** You either studied under the great Noddist scholar and clanless Pander, Alfred Benezri, or discovered the secrets of his teachings within the lost havens of Montréal. Once per Session you or anyone in your Pack can automatically resist Frenzy. Instead they are afflicted by their Path Compulsion. Additionally, once per Story your Pack can share the Vaulderie with a vampire in Torpor. If your Blood Potency + your number of Path Convictions is higher than the slumbering vampire's Blood Potency, they awaken immediately from their Torpor with a Hunger of 4. Only Vampires on a Sabbat Path of Enlightenment can be awakened in this way.

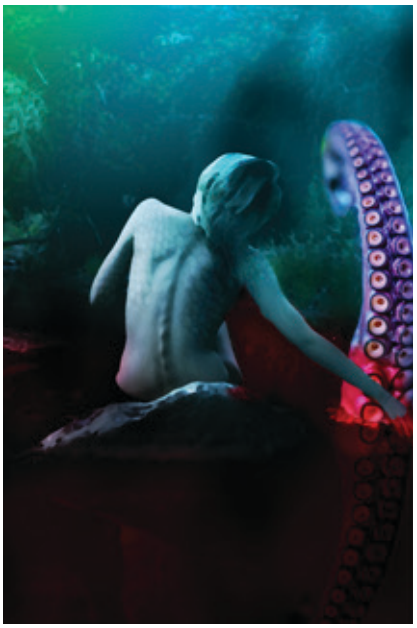
●●●●● **Plumbing the Depths:** The Navigators, a storied nomadic Pack that once called Montréal home, has taken you on as a protégé. Though they will rarely directly intervene, treat them as a five dot Mawla with deep knowledge of the Sabbat's history, Gehenna Cults, and how to travel the world undetected. Once per Story, the Navigators can arrange to have your Pack transported by water between any two cities with sea access without fear of detection or trouble.

STÉPHANIE L'HEUREUX

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

A monstrous and respected Tzimisce elder, Stéphanie L'Heureux kept her ties to the Bahari a well guarded secret until the collapse of the Sabbat's hierarchy allowed her to pursue her faith in the open. She was an early practitioner of Numinous Ritae and her own Crucible Ritae is believed to be the first Numinous Ritae ever to be perfected and stabilized. She only grudgingly accepts her cult-like status as a Seraphim and often treats younger Cainites who have yet to undergo the Crucible as barely worth her time and energy.

"The fire within burns away mortal impurity. It consumes our old flesh and our once mortal souls. I light the fire within myself and watch the world burn away to reveal something new." –Stéphanie L'Heureux



LORE

● **Hardened Hearts:** Your Pack understands how to use the name of Stéphanie L'Heureux to impress and cow a crowd. If Bahari are present in the audience, the first Willpower damage inflicted by your Pack during a Social Combat is Aggravated. Also once per Story, your Pack can reduce the Superficial Willpower damage inflicted on them by a round of Social Combat to zero.

●● **Circus of Skin:** Your Pack can call upon Le Cirque de la Douleur when they are in need of a place to stay or a quick bite. The circus is a travelling two dot Ally but also provides one dot of Haven and Herd if it's nearby. The circus also increases the Pack's Rove by +1 (up to Rove 5) as long as it's on the road.

●●● **The Crucible:** Your Pack knows the perfected Numinous Ritae known as The Crucible. This Ritae can only be used once per Story (see TBH:PtS pg. 67), but any number of your Packmates can have already undergone it if this Loresheet was taken at character creation. This Ritae "evolves' a willing Cainite and reshapes their body to reflect their own self-image. This often results in monstrous and alluring cosmetic transformations. Though vampires not on a Sabbat Path of Enlightenment may be unmoored by the results. After the Crucible, a Cainite gains +2 dice to all appropriate Social die pools depending on the nature of the changes. This bonus stacks with the Looks merit and they gain a penalty on die pools to disguise equal to 2 + any bonus from their Looks merit. Also, if the Cainite follows a Sabbat Path they can subtract their number of Path Convictions x 3 (up to -9) from the cost of their next Attribute increase. Enduring the Ritae multiple times can change the extremity of cosmetic changes, but this experience discount only occurs once.

●●●● **A Hunger like Fire:** Your Pack understands that all things are reflections of the immaterial world. Fire, flesh, and thought are one. The first time a Packmate is burned by fire or sunlight in a Session, everyone in the Pack who is present immediately heals one Aggravated Willpower damage or one Superficial Health damage. Any Packmate present who has undergone the Crucible also slakes 1 Hunger (Hunger cannot be set to zero in this way).

●●●●● **The New Flesh:** Your Pack understands the true promise of reshaping their bodies and souls. Once per Session, anyone in your Pack may spend one Willpower to ignore their clan Bane and Compulsion for a Scene. A Packmate who has undergone the Crucible also slakes 2 Hunger when using this ability (Hunger cannot be set to zero in this way).

Dead End Crew

WANDERERS PACK

(TBH:PtS pg 53)

Pack Ritae

After stealing an enemy's trophy ride, the Pack always succeeds when looking for shelter for the rest of the story

Pack Traits

Arena: Blood Smugglers

Rove ●●● Grasp ●●● Clout ●

Allies (Truckers) ●● Contacts (Cops) ● Herd●●

Flaws: No Haven ●

Zaina "Witch" Selim --Twisted flesh shaping shovel head-> <- Literally my best friend-- **Darva "Doll"**

The system knows they're a Blankbody

---Too involved with mortals ->

<-Too many enemies--

--Chained to ritual and dogma ->

<-A mystery --

The Priest

<-Fun to mess with --

--Smarter than they let on->

---Too crazy about the soul ->

<--Too obsessed with the flesh --

Doesn't remember their mortal life

Jackson "Retch"

Would step down as Priest for a worthy successor

--My willful protege->

<-I could lead, but I'm having too much fun--

--The best leader we've got->

<-A loyal soldier --

<-Spends too much time alone --

Sam "Spiders" Slender *-- They understand how to use mortals->* **Isa "Kult" Black**

Cares for their ghoul dog like it's Sabbat

Stalked by former retainers

Stockpiles cash and cars

Scenario Tenets

- *Pain teaches the only lessons worth learning*
- *Conflict is the only option*
- *We are Sabbat*

SAFE PLAY WORKSHEET

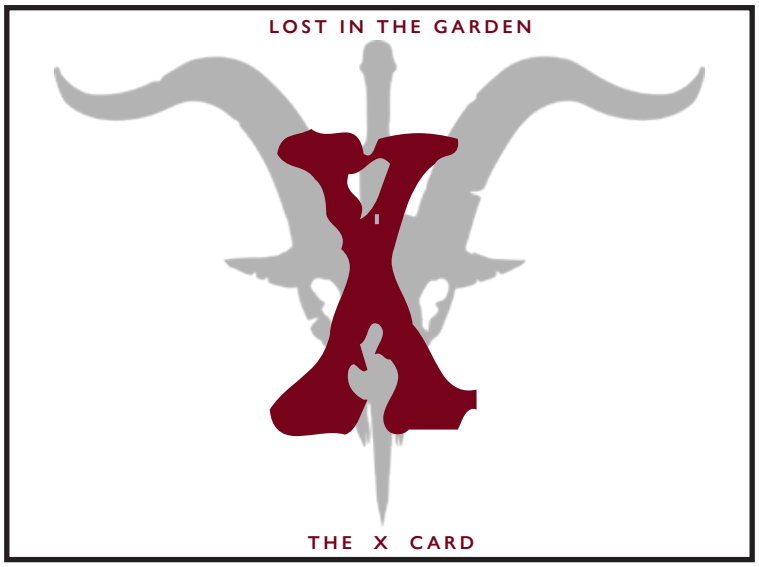
[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (



Lost in the Garden

There were no more secrets to shield them.
No rock left unturned. No tree left unburnt.
The land bent to our will and had given them up.

- A Bahari focused Scenario for Sabbat players in V5
- Dig up the secrets of fallen Montréal
- New Loresheets, Ritae, and Antagonists

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

WORLD OF DARKNESS

R 18+

Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

paradox INTERACTIVE

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE

LOST IN THE GARDEN

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

Storytellers VAULT

WoD

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

To bridge an abyss, a sword is required.
But nothing is gained without leaving something behind.
If the prize is everything...
How much of yourself would you cut away?

VAMPIRE

THE MASQUERADE

Lost in the Garden

LEGAL AND CREDITS

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INTERIOR ART AND ILLUSTRATION: Khaldoun Khelil, Pexels, and UnSplash

GRAPHIC DESIGN AND LAYOUT: Khaldoun Khelil

This scenario requires

THE BLACK HAND: PLAYING THE SABBAT

WRITTEN BY Rachel E. Judd, Khaldoun Khelil, and Saskia Liddick

World of Darkness, Vampire: The Masquerade, Vampire: The Dark Ages, Victorian Age: Vampire, Werewolf: The Apocalypse, Werewolf: The Wild West, Mage: The Ascension, Mage: The Sorcerers Crusade, Wraith: The Oblivion, Wraith: The Great War, Changeling: The Dreaming, Hunter: The Reckoning, Demon: The Fallen, Mummy: The Resurrection, Orpheus, Exalted, Chronicles of Darkness, Vampire:The Requiem, Werewolf: The Forsaken, Mage: The Awakening, Changeling: The Lost, Hunter: The Vigil, Geist: The Sin Eaters, Demon: The Descent, Mummy: The Curse, Beast: The Primordial, Promethean: The Created, Storyteller System™, Storytelling System™, and Storytellers Vault™ and their respective logos, icons and symbols are trademarks or registered trademarks of Paradox Interactive AB. All rights reserved.

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TABLE OF CONTENTS

Lost in the Garden 4

What's Going On 5

The Seed of Lilith 6

Setting up the Pack 7

Scenario Tenets 7

Sasha's Who's Who 8

***Act One:* Through the Fire** 9

Scene 1: Fire, interrupted 9

Scene 2: Guardian Seraphim 11

Scene 3: Blessing of the Dark Mother 13

***Act Two:* Meet Montréal** 15

Scene 1: On the Road 15

Scene 2: Montréal 17

Scene 3: Our Lady of Sorrows 19

***Act Three:* Mother's Garden** 21

Scene 1: The Labyrinth 21

Scene 2: The Chapel 24

Scene 3: Proving Grounds 25

Scene 4: The Garden 26

Epilogue 27

Rewards 28

Extras 28

The Antagonists 28

The Parchment 29

Dead End Crew 30

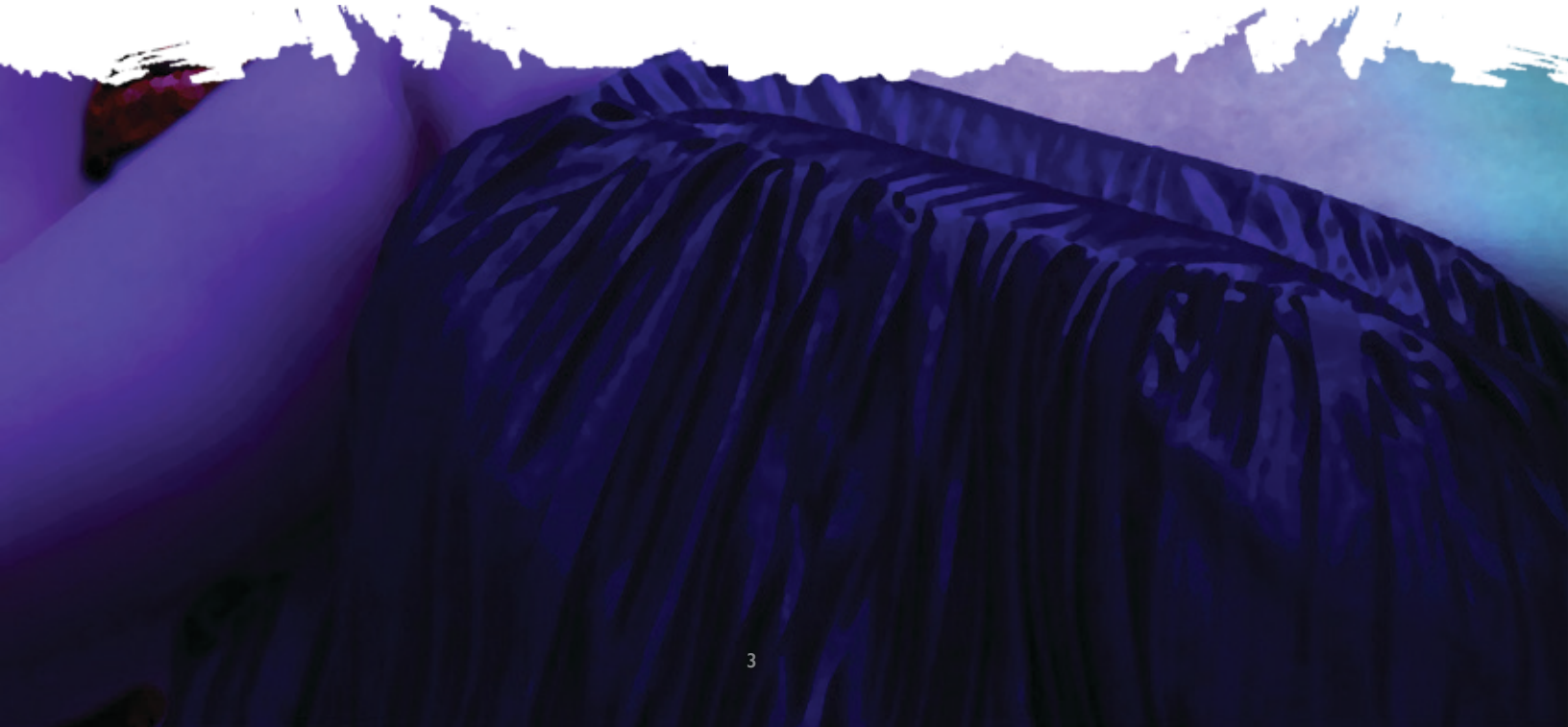
Loresheets 32

Lost Montréal 32

Stéphanie L'Heureux 33

Pack Map: Dead End Crew 34

Safe Play Worksheet 35



Lost in the Garden

What did it matter, anyway, he thought, whether this was a real place or a dream? It felt real, and that was all that mattered.

— CLIVE BARKER, THE THIEF OF ALWAYS

Lost in the Garden is a Scenario that starts off when the Pack is set up by Pierre Bellemare, a feared Sabbat veteran and one of the sect's last holdouts in Montréal. Before they can figure out why the deceptively manipulative Bellemare would target them, they're "saved" by the Seraphim and infamous Lilin Stéphanie L'Heureux who wants just a small favor in return. The favor is to infiltrate her old territory in now Anarch-controlled Montréal. Stéphanie wants the Pack to retrieve a lost fragment of The Revelations of the Dark Mother, and bring back her wayward childe, Scarlet Moon (or her blood).

This scenario is written for 4-5 neonate characters (starting with 15 XP each). The Storyteller should adjust the opponents as needed for your group. This is a V5 Sabbat Scenario that examines the Bahari faith and the Path of Lilith in the modern Sabbat as written in The Black Hand: Playing the Sabbat (TBH:PtS). A premade Pack with a detailed Pack Map is provided at the back of the Scenario (see pg. 34). Also, the Children of Zillah bloodline can be found in Bloodlines Unbound 2: The Tal'mahe'Ra.

Content Warning: Insects (worms and moths), BDSM (mentioned only), scarification (mentioned only), torture (described, between NPCs), ritual self-harm (PCs). Please take time to discuss these topics with your group, and adjust the scenario as appropriate using the Safe Play Worksheet (see pg. 35).

What's Going On

Stéphanie L'Heureux was a secret worshiper of the Dark Mother even when the Sabbat still reigned over Montréal—though her predilection for pain and fire should have made it obvious. She was in possession of a skin parchment inscribed with a lost fragment of the Revelations of the Dark Mother. More than that, though, the parchment grants access to the Seed of Lilith. L'Heureux hid the parchment in the catacombs of an abandoned cathedral, and pulled strings with the diocese to let it sit—don't renovate, don't sell, just let it sit

Then Montréal fell to the Anarchs and L'Heureux had to flee. Rather than take the parchment into an uncertain world, where L'Heureux had neither influence nor haven, she left it in the catacombs and hoped for the best.

Since then, L'Heureux has come out as a Lilin—and received adulation for it in this new age, where worshipers of the Dark Father and Mother of Monsters have an uneasy truce. She garnered influence, power, and followers among the Sabbat—more than she ever held before—and is now counted among the Seraphim. This granted her new insights into the lost fragment, and she prepared to digest the Seed once it was back in her grasp.

L'Heureux began her search for a ritual that lets her understand the Seed of Lilith. She sent her childe Scarlet Moon to infiltrate the Dancers of Datura—a Bahari coterie also looking for the Seed. Between them, they developed the Garden Rune Ritae. The Garden Rune can only be transcribed in blood, and likewise only be taught and shared through blood bonding, diablerie, or Vaulderie. L'Heureux used mortals for the first stages of writing the Ritae, draining them as she edged closer to the true Ritae. Finally, leaving countless exsanguinated bodies in her wake, one captive held the Garden Rune in her blood—and then, in a stunning betrayal, Scarlet Moon drained the mortal to take the Ritae for herself and fled back to the Dancers of Datura.

DARK FEUDS

The bad blood between Caine and Lilith could fill oceans, yet their Sabbat devotees find themselves often working together. This is part political expediency and part massive re-interpretation of history.

The Gehenna War hollowed out the Sabbat and its traditional strongholds. No one suffered as many losses as the adherents of the Path of Caine, who kept throwing themselves into final battle after final battle, convinced that this one would pave the way for the Dark Father's second coming. Now, quite frankly, they no longer have the power to suppress the followers of Lilith no matter how much they'd want to. That's the political side of it, and they're selling it through a reinterpretation of history. The Devourers focus on the time Lilith spent as mentor—one might even say, a devoted servant—to Caine. Some even go so far as to claim 'Lilith' was never a real person, but rather the more docile aspect of the Dark Father learning how to harness his rage. It's an unbelievable spin, but with the older and more hardline Devourers dead or off Caine-knows-where to fight the Gehenna War, the remnants do their best to sell it. Better to rewrite history wholesale than admit they're losing ground.

Many Bahari, meanwhile, nod and play along. They know Lilith is real, and more powerful and ancient than Caine himself. They know the Mother of Monster gave succor to the Dark Father, only for him to turn around and murder her children. They nurse old grudges even as the Noddists spin their tales. Eventually, they know, the Lilin will rise. Revenge is best served hot and thick with blood and in time the Sword of Caine will become the Sword of Lilith.

Stéphanie, realizing the Dancers will make a play for the parchment soon, sees an opportunity in the Pack's conflict with Bellemare. She has the power to disentangle them, but only if they retrieve the parchment and her childe's blood. What she doesn't know is that she's also being manipulated.

Enter Pierre Bellemare—Sabbat hero and secret Gehenna cultist. He remained behind when Montréal fell, and since aided the city's high-profile Sabbat refugees in retrieving assets they were forced to leave behind. He's not quite a Seraphim, but he has short lines to a lot of them. Behind the scenes though, Bellemare is part of a Gehenna cult who seeks to awaken the Antediluvians. His Packmate Rayla previously entered the Garden of Lilith to seek the Seed of Lilith, and found her spirit stuck. Rayla, a seer, and Bellemare are manipulating both L'Heureux and the Pack: They want the Pack to succeed, because Rayla can escape once L'Heureux (or the Pack itself) performs the Garden Rune Ritae on the Lilin parchment.

The Seed of Lilith

Let there be light. The language that spoke a universe into being still exists, though it has been muddled since the fall of Babel. Mortals catch glimpses of it in Hebrew, Egyptian hieroglyphs, and Enochian. Lilith, having sat on the creator's lap as she whispered secrets in her ear, speaks a true version of this language of creation.

The language of creation shapes things. The speaker names lead "gold" and the base metal transmutes itself to comply—for the language of creation must speak only truth. Lilith, Mother of Monsters and creator of Disciplines, harvested several Seeds from the lips of God. These Seeds exist in the bellies of her Children, in the blood of her Devotees, and as seeds scattered across creation.

This particular Seed exists as a fruit in Lilith's garden. Reading the parchment properly, by using the Garden Rune Ritae, transports the vampire spiritually to the Garden while leaving their body behind. There, they can eat the fruit—thus taking the Seed into themselves.

It takes decades, if not centuries, to fully digest the Seed before it reveals its true power. It is of little immediate value to the Pack, but is very valuable to both L'Heureux and the Dancers of Datura.

WHAT DOES THE SEED DO?

The Seed remakes creation, so it's honestly up to you what the long-term effects are. Here's what the antagonists believe:

Stéphanie L'Heureux believes the Seed lets a vampire ascend to godhood, much like the Antediluvians did.

Scarlet Moon believes the Seed lets a vampire commune with Lilith Herself, and gain the Dark Mother's wisdom from Her lips.

Pierre Bellemare believes the Seed can pull an Antediluvian's mind back from the fog of torpor and awaken them. This is what Rayla told him.

Rayla won't tell anyone what she believes the Seed does — it's a secret.

Setting up the Pack

Act 1 sees the Pack set up by Bellemare, after which L'Heureux swoops in to save them from dishonor if they help her. The characters might balk at being manipulated, but that just leads the two elders to lean on them harder—there's no way for them to scorn a Sabbat war hero and a Seraphim, and survive. The only way out of this mess is either cutting a deal with L'Heureux now (as Bellemare is not interested in any deals), or getting the parchment and blood for themselves and then cutting a deal.

If the characters keep resisting, Bellemare and L'Heureux start to whittle away at their Arena, Mawla, Haven, and other important Backgrounds. They also gain the Suspect flaw until either a Seraphim or Bellemare clears them of guilt. If this sounds harsh: it is—the Sabbat doesn't have a kiddy table. Make sure the players know any lost Backgrounds can be regained with roleplaying, or you'll refund the points, but feel free to lean on the characters hard while respecting your players' comfort.

Styles of Play

Here are some ways to adapt Lost in the Garden for your style of play (see TBH: PtS pg. 5).

The Nomads: The Pack is in the wrong place at the wrong time, and draws the ire of Bellemare. They need never find out that Bellemare set them up. L'Heureux's offer to bail them out is good, and she can use her influence as Seraphim to help them increase their Rove which is always valuable to nomads. The Pack on pg. 30 uses this play style. ***Suggested Pack Type:*** Wanderers

The Coven: This works best if the coven is from a city near Montréal. Getting a foothold in the city helps secure their own base of operations. Ironically Bellemare would be a greater ally than L'Heureux, but he plays hard to get. Once Rayla is freed from the Garden however, Bellemare is more receptive and happily helps them secure territory in the Epilogue. ***Suggested Pack Type:*** Ritualists

The Removers: Rather than bail them out, L'Heureux hires the Pack. She offers to smooth things over with Bellemare as a bonus. Run Act 1, Scene 2 with this more professional relationship in mind, and let the Pack haggle over their reward. ***Suggested Pack Type:*** Press Gang

Scenario Tenets

Lost in the Garden has its own scenario tenets. We'll go over them and explain how they work. If you want to drop a tenet though, go right ahead—it's your game. Discuss all tenets with your players and make sure they're on board.

Lilith's Lessons

Pain teaches the only lessons worth learning. This is a Lilin scenario, after all. None of the people in this scenario will approach the Pack openly and fairly—it's all manipulative bullshit and backhanded punches. More importantly, even getting to the parchment requires sacrifice. The characters never gain Stains for inflicting pain on others, or through suffering pain.

Conflict is the only option. Every Act of Lost in the Garden offers an opportunity for violence, be it throwing physical punches or a conflict for social dominance. Characters never gain Stains for acting violently first, nor for escalating violence.

We are Sabbat. The characters might have secondary allegiances. Some of them are likely Lilin, and might feel a kinship with the Bahari. Still, in the end they remain loyal Sabbat—though that's not the same as being loyal to L'Heureux or Bellemare personally. Characters never gain Stains for actions taken to further the Sabbat's cause, but do stand to acquire Stains for betraying the Sabbat.

Sasha's Who's Who

The Pack may pull some strings to get more information on the characters in this scenario. If they do, present them with the following snippets taken from the musings of Sasha Vykos.

Stéphanie L'Heureux. Tzimisce Antitribu. Childe of Maciej Zarnovich. Previously of Montréal. Enthusiastic diablerist. Sole survivor of Zarnovich's circus of freaks, and by far his greatest creation. A sublime creature with a love for fire and pain; how we never caught on she reveres the Dark Mother is, in hindsight, beyond me. I admire her talent for blood magic; the Crucible Ritae is a transcendental piece of art. The Seraphim has, so far, regrettably declined my standing offer to explore exactly how much she can take. I'm sure she'll come around some night; like me, Stéphanie aspires to nothing less than the complete sacrifice of the flesh.

Scarlet Moon. Tzimisce Antitribu. Childe of L'Heureux. Another little girl stuck in her rebellious phase. How trite. And for what; the Dark Mother's ongoing and enduring neglect? I'm sympathetic to a point—every young girl goes through a piercings and Lilith worshiping phase—but at this point it's frankly ridiculous. Last seen dancing skyclad under the moon with a Pack of Bahari.

Pierre Bellemare. Brujah Antitribu. Childe of Louis le Monstre. War hero of the Sabbat, and our only holdout in Montréal. I don't trust him. Oh, I know what you'll say: But Sasha, you don't trust anyone! This is true. But I trust Bellemare even less than others. Something is distinctly off about him, and I don't mean that as a compliment. He is, however, famed for his Monomacy skill and one of the best ritual duelists I know, which one supposes counts for something.

Rayla. Child of Zillah. Sire unknown. Now there's a name I rarely hear. A seer of the Gehenna war, purportedly able to glean the machinations of the eldest. Occasional Packmate to Pierre Bellemare, though the relationship appears to be turbulent; or perhaps this is merely an expression of their mutual independence. Ephemeral as moonlight. I'd love to cut her open and wear her skin for a night to see the world through her eyes.

Act One:

Through the Fire

I made no more protests. What was the use of struggling against fate

— ROBERT GRAVES, I, CLAUDIUS

Scene 1: Fire, interrupted

The Pack is in an unaligned city within driving distance of Montréal. This adventure assumes Portland (New York), but you should substitute based on the needs of your chronicle. They're in the throes of a Fire Dance (TBH: PtS, page 63). Take a moment to describe the scene.

The alley is empty. The characters hear the sounds of traffic and nightlife just around the corner, but here everything is still—it's just them and the fire. Pallets roar to a blaze in the middle of the asphalt, with stolen jackets, sleeping bags, and newspaper used as kindling. The air is thick with the blood of their last meal.

The Fire Dance sits at the core of the Sabbat's philosophy. It provokes the Beast, challenges it until it shows its throat to the Cainite. Give the players a chance to roleplay here. Ask if their last meal is still around—alive or dead, perhaps discarded on the pyre. Ask if any challenges another, either with snapping teeth or carefully placed gossip.

TOUCHSTONE RITAE

If any of the characters have a Path Conviction with the Fire Dance as a Touchstone Ritae they might gain Stains or succumb to frenzy when the Ritae is disrespected (see TBH: PtS, page 13). You can give a player with this Ritae as a Touchstone the option to either test for fury frenzy (Difficulty 1 or 2 depending on how badly the Ritae is disrespected), or they can immediately gain 1 Stain. In this scene the Ritae is being abused, but it is not prevented from completion.

In Act 2, when the player characters are on the road or in Montréal, it's possible that Anarchs or hunters could again interrupt their Vaulderie or other Ritae. If a Touchstone Ritae is prevented from completion the characters gain 2 Stains, and test for fury frenzy at Difficulty 3 if the source of the disruption remains near. As always the Storyteller is the final arbiter and both penalties may increase if any of the Pack's ritual implements are stolen, damaged, or destroyed by the trespassers.

Hellfire Saints

The Ritae is interrupted by a gang of motorcyclists. A Wits + Awareness test (Difficulty 2) alerts the Pack in time. On a success, the Pack can act normally—for example to jump out of the way, or pull a motorcyclist off their bike. Otherwise, the motorcyclists tear right through the pyre, executing their first attacks while scattering burning pieces of wood everywhere and forcing a Terror Frenzy (Rötschreck) test against difficulty 1. The benefits of Fire Dance apply to this test.

The motorcyclists are Cainites of the Hellfire Saints Pack. They attack with chains, nail-studded baseball bats, shotguns, and by trying to drive the characters down. They're not looking to deal final death, nor do they want to risk it themselves—they attempt to flee the scene (fitting as many as 3 on a single bike if necessary) if either side suffers too many casualties. They also let the Pack flee, if the characters take that route.

You can find the bikers' in **Extras** (see pg. 28).

Set-Up

If the characters wonder: They have no history or conflict with the Hellfire Saints, nor can they think of any reason for the attack. However, later that same night word comes down the grapevine that the Pack entered the territory of Hellfire Saints, didn't introduce themselves, and became immediately aggressive when confronted. This version of events is supported by the Hellfire Saints's Pack priest, Pierre Bellemare, whose voice carries considerable weight.

Asking the right contacts, or succeeding at Wits + Streetwise test (Difficulty 2), reveals that the territorial claim is recent, but true. A successful Intelligence + Resolve test (Difficulty 3) means the character has seen (either in person, or through media) Pierre Bellemare before—and he was not present at the confrontation. At this point it's clear Bellemare is setting them up, though the Pack has no idea (nor any way of finding out) why. Succeeding at a Wits + Politics test (Difficulty 2) reveals the truth won't matter, even if the Pack can prove it—there's too many Sabbat big shots still reliant on Bellemare to either safeguard, or extract, their assets from Montréal.

Characters with Sabbat Status 4 or higher could potentially challenge Bellemare to a Monomacy, but Bellemare is a renowned, undefeated ritual duelist with dozens of Monomacies to his name. Not to mention they'd have to find him first, and Bellemare is happy to stretch the limits of propriety—by the time the dust settles, the characters can expect to lose some of their Status.

Scene 2:
Guardian Seraphim

It's next night. Give the Pack a chance to call on their contacts if they want, or to uncover the information from the previous scene if they haven't already. If they want to dig up more about Bellemare, give them the information from Sasha Vykos. The outcome remains the same: Bellemare set them up, and they won't get anyone to listen to their side of the story. Any attempt to contact Bellemare directly is rebuffed—he is not interested in talking. Bellemare hasn't asked for reparations against the Pack's transgression yet, but that can't be far behind—the Pack is in trouble.

That's when they receive an invite from Stéphanie L'Heureux. She's an influential Seraphim, also originally hailing from Montréal. A Wits + Politics (Difficulty 2) reveals that she and Bellemare didn't interact much in Montréal, and she's since ridiculed him as being narrow minded with no hope of reaching true enlightenment. It's unlikely she's allied with Bellemare against the Pack, and it's in their best interest to hear her out. Give the players Vykos' information on Stéphanie L'Heureux if they dig for it.

The Circus of Pain

L'Heureux travels with Le Cirque de la Douleur. The circus always sets up overnight, in an abandoned warehouse, a field just outside of town, or an unused subway tunnel. The circus' arrival spreads through word of mouth, with several dark web boards dedicated to tracking it. The circus comprises several small tents, hosting among others a tasteful bondage theater, a brutal sadomasochistic scene, a scarification tent, and a tattoo and piercing parlor. More extreme tents are open only on invitation, and here L'Heureux and her Pack seek the limits of Cainite stamina—L'Heureux herself is (in)famous for her fire act. Cainites on the lookout for Lilin symbols easily spot satin moths, crescent moons, and apples intricately embroidered on tent canvases.

The Seraphim meets the Pack before her act, meaning her time is limited. A successful Wits + Insight (Difficulty 3) reveals this is on purpose to put pressure on the Pack to decide quickly. L'Heureux confirms that Bellemare is framing them, though she honestly doesn't know why (nor does she care). She's willing to get involved on the Pack's behalf, and pull some strings to get them off the hook, if they do a tiny little favor for her. Another Wits + Insight (Difficulty 2) reveals her offer is sincere.

The Seraphim

L'Heureux wants the Pack to infiltrate Montréal, make their way to the Cathedral of Our Lady of Sorrows, and retrieve a parchment kept in the cathedral's catacombs. If the Pack holds any Lilin, she reveals the parchment holds a lost fragment of The Revelations of the Dark Mother, and offers to share its insights with the Lilin. Otherwise, getting her to reveal the nature of the parchment requires some prodding with a successful Charisma or Manipulation + Persuasion test (Difficulty 2). She also informs the Pack that her wayward childe Scarlet Moon also seeks the parchment, and will likely make an appearance along the way. She wants the Pack to bring back either Scarlet Moon herself, or the childe's blood.

The Seraphim won't divulge why, and simply claims that Scarlet Moon and her blood belong to her. A successful Intelligence or Wits + Politics (Difficulty 3) reveals that might be true under certain Sabbat laws, but openly calling Scarlet Moon a traitor makes L'Heureux look bad and puts the punishment out of her hands—the Seraphim needs the Pack to return her wayward childe on her own terms.

In addition to getting Bellemare off their back, L'Heureux can offer various tangible resources and her own patronage. There's room for negotiations here, so let the characters state what they want—she can help them increase their arena, secure a haven, serve as mentor, or simply pay them in cash.

L'Heureux can also initiate them in the Path of Lilith. If any of the Pack are already Lilin, the Seraphim appeals to their faith and dedication—a new fragment of The Revelations of the Dark Mother is invaluable.

If the characters later dig up more information about Scarlet Moon, give them Vykos' information on her (see pg. 8).

PREMONITION AND PROPHECY

Throughout this scenario the player characters are antagonized, outmaneuvered and preempted by the actions of Pierre Bellemare. This is due to the advanced powers of premonition possessed by his trapped Packmate Rayla. She claims to belong to a rare bloodline and calls herself a Child of Zillah, but given the Sabbat's disdain for Clan affiliations few give this much thought. The Gehenna Cult they serve is never identified in this scenario, but if you're using the True Hand in your game world, Rayla would likely serve them. Her bloodline is detailed in Bloodlines Unbound 2 : The Tal'mahe'Ra on the Storyteller's Vault.

If the player characters attempt to use powers such as Premonition to discern the dangers they face, it's a good opportunity to tip them off that there are forces at work against them using the same powers of foresight. Perhaps they experience a painful feedback loop when employing these powers against Bellemare or instead of seeing the future they see themselves in the present but feel as if they are gazing through the eyes of a stranger. This sense of being manipulated or guided by unseen hands could also result in dreams involving puppet strings, endless staircases, or falling from a great height.

Rayla cannot perfectly predict the player characters' action, but she has foreseen that her only path to freedom requires their intervention.

Scene 3:

Blessing of the Dark Mother

This scene assumes the Pack agrees to L'Heureux' request. Refer to Setting up the Pack (see pg. 7) if they don't.

The Seraphim performs the Blessing of the Dark Mother Ritae (see Sidebar below) for the Pack, which is a variant on the Sermon of Caine Ritae. L'Heureux paints a picture of the Mother's garden, where all monsters are loved. Lilin and characters succeeding at a Wits + Occult test (Difficulty 2) can see the garden before them. Thorned trees reach as high as the eye can see, striped black bark giving way to red leaves. The moss underfoot is soft and deep red, with small flowers releasing the heady scent of ancient blood. The world is ripe with life—insects scuttle underfoot, and raptors with paper wings caw among the leaves.

Take enough time to describe the ritual and garden. Don't dictate the characters' reaction, but in general the Blessings of the Dark Mother has a profound emotional impact. Seeing the garden, and acknowledging the Ritae's impact, has no bearing on its mechanical effects.

BLESSINGS OF THE DARK MOTHER

This Ritae is a variant of the Sermons of Caine Auctoritas Ritae. Any Bahari Priest with the Ritae Background can perform this Ritae. Other Pack Priests can use this ritae in place of the Sermons of Caine if they have the Ritae Background with the Innovator extra (see TBH:PtS pg. 93).

The Blessings of the Dark Mother are often performed after a Fire Dance or Vaulderie when Bahari come together in large numbers. Passages from the Revelations of the Dark Mother are often spoken from memory and the Priest may call upon one or more of the faithful to recount a lesson learned from pain or trauma. Packs led by Noddists rarely use this Ritae unless they believe in the Dark Union, the metaphysical heresy that sees Caine and Lilith as a single divine being (see TBH:PtS pg. 7).

System: All Sabbat vampires taking part in the Blessing heal one Superficial Willpower damage at the Ritae's completion. A Sabbat vampire who recounts a painful lesson or a traumatic story of their mortal life during this Ritae gains the Status flaw Suspect until the end of the Story. For as long as they possess this flaw, they can automatically resist or Ride the Wave of Rage Frenzy. This benefit also extends to their Pack when they are in their presence. This benefit fades once the flaw is lost, suppressed, or at the end of the Story. A Cainite that is already Suspect or Shunned cannot recount their pain and gain this benefit and drawback of the Ritae.

Act Two:

MEET MONTRÉAL

You're better equipped for this world than I am.
I'm always trying to change the world.
You know how to live in it

— TOM ROBBINS, STILL LIFE WITH WOODPECKER

The Pack makes its way to Montréal, and arrives to a hostile welcome from the local Anarchs. They find the Cathedral of Our Lady of Sorrows and make their way to the catacombs.

Scene 1: On the Road

The drive from Portland (New York) to Montréal takes about 7 hours—or 5 to 6 if the characters break the speed limit. It's doable in a single night, but the Pack may also decide to stop for the day underway—let the players decide.

The route takes them straight to Second Inquisition hot spots. The hunters were, unsurprisingly, drawn by the fights between Sabbat and Anarchs in Montréal. Their presence lessened along with the active conflict, but has not dissipated completely.

PACK TYPE AND ARENA TRAITS

The characters' Pack Type and Arena Traits (see TBH: PtS, page 43, 46) may come into play during Act 2. A Wanderer Pack for instance would likely be able to quickly recover from any setbacks on the road, while a Pack that included Montréal within its Rove would be able to completely bypass any dangers along the way with a single roll, usually Wits + Drive or Survival. Each dot the Pack has in Rove decreases the Difficulty of any roll to impede the Pack's progress on the road by -1.

The Storyteller should also feel free to allow the Pack to add their Rove to any attempts to infiltrate or flee enemy territory, or escape the pursuit of hunters and other enemies. The one exception is when they enter Montréal, as any attempt to sneak into the city will be thwarted by Pierre Bellmarre and his prescient Packmate Rayla in Act 2, Scene 2.

The Father's Angels

The Father's Angels biker bar sits as a potential stop next to a gas station. The smudged, peeling facade and row of Harleys in front reveals this place is unlikely to receive visits from either health inspectors or police—making it perfect for a quick snack. The Pack might suspect an ambush, but as a successful Wits + Investigation (Difficulty 3) to scout the place reveals: there is none. Characters succeeding at an Intelligence + Streetwise (Difficulty 2) might remember that this bar used to belong to the Navigators Pack, but has been left to the mortals after the Sabbat abandoned Montréal. This seedy dive bar is populated by bikers of all genders. Vampires can easily feed by picking a

fight, though this prompts Ronnie the Latina bartender to tell them to take it outside. They can also try to seduce one of the patrons, or lie in ambush outside. Let the players suggest a method based on their Predator types and take it from there.

If the Pack knows that the bar used to belong to Cainites, they might think to check it for a safe day haven. The basement holds a spacious safe room, found with a successful Wits + Investigation roll (Difficulty 4), that locks from the inside and is sun and fire proofed.

The bikers are Gangsters (V5 Corebook pg. 371).

The Accident

The Pack passes an accident on an abandoned stretch of road—a driver, likely fell asleep and drove off the road and into a ditch. Two women stand by the car, trying to figure out how to help.

This is an excellent opportunity to eat, but unfortunately for the Cainites it's a trap. The ambush is not specifically targeting the Pack, but the hunters aren't picky. A successful Wits + Awareness (Difficulty 3) reveals that the car is busted up, but in surprisingly clean state for having driven into a ditch. Any character rolling 4+ successes, also notices the handguns under the women's shirts. Scouting the area with a successful Wits + Investigation (Difficulty 4) reveals an unmarked van with no light parked nearby. The van is locked, but a back-up team of 4 Inquisition members hide in the back. A small infrared camera on top of the van (Wits + Awareness (Difficulty 4) to spot) keeps a lock on the bait car.

If the characters stop—to attack the women, or simply to see what's going on—the camera quickly reveals them as being at ambient temperature. The Second Inquisition swarms out of the van, the two women pull their guns, and a fight ensues.
The women are Inquisitor Deltas (V5 Corebook pg. 372), while the four people in the van are Inquisitor Investigators (V5 Corebook pg. 372).

Scene 2: Montréal

The Pack has no way of getting into Montréal undetected, thanks to Rayla's premonitions. Still, have the players roll Wits or Dexterity + Stealth (Difficulty 3). Success reveals that something is amiss and they should have snuck in just fine.

The characters make it a few neighborhoods into Montréal. Any of them sensitive to the esoteric (player's choice, but if in doubt: Wits + Awareness, Difficulty 2) can feel the city's miasma settle around them. It's thick and heady, a mantle of blood and darkness ingrained into the cityspace by decades of Sabbat Ritae. Montréal was once the crown jewel of the Sabbat's domain, a place where their religious zealotry could run its full, bloody course—and the city remembers.

If the Pack specifically looks for a place to hole up, run The Abandoned Haven encounter. Otherwise, skip to their confrontation with the local Anarchs.

ON MONTRÉAL

Montréal used to be the beating heart of the Sword of Caine's intellectual and spiritual elite. The evacuation of the city is a particular sore point for the Sabbat ever since a coordinated Second Inquisition attack disrupted the Sect's efforts to remove everything of value from the city. Not only was the Temple of Eternal Whispers ransacked, the sacred Litany of Blood—the Sabbat's record of all of their dead fallen in war—was lost. This tragedy, among others, deeply undermined the authority of the Sabbat Cardinals and likely led to the rise of the Seraphim cults. Now the city is overrun by Anarchs and independent vampires who have no idea what wonders and mysteries are scattered throughout the city's abandoned Sabbat havens.

Characters can discover with a successful Intelligence + Politics or Streetwise roll (Difficulty 2) that Montréal is now ruled by a loose Anarch collective, and that only a few Sabbat such as Pierre Bellemare have been able to maintain their presence in the city. The Anarchs answer to a Toreador Baroness known as Thorns, who is willing to recruit ex-Sabbat who relinquish their ghouls and the Vaulderie. Thorns actively directs the dozen gangs under her control to brutalize any Camarilla who enter the city uninvited.

The Camarilla on the other hand have yet to take any power in the city of spires, because they fear the Second Inquisition is still focused on Montréal. Also, since none of the city's Lasombra defected to the Ivory Tower, they also fear the "Anarchs" may have closer ties to the Sabbat then they'd like to admit.

The Abandoned Haven

Montréal is filled with abandoned havens since the Sabbat left the city. A fair share has been snapped up by mortal real estate developers happy to convert a rundown warehouse to luxury apartments. Many others still sit though, untouched for decades, in places mortal eyes would never think to look, or don't even know exist. These havens sit in sub-basements and underground bunkers, carefully scrubbed from any maps, or hidden in plain sight in church crypts and catacombs.

The Pack can find such a haven with a successful Wits + Streetwise (Difficulty 3) test. The trail of vampire marks isn't hidden in the usual graffiti or street posters, but rather in the city's architecture itself—fangs on a gargoyle here, an inverted ankh hidden among the carvings on a church door. The characters find the haven in an abandoned crypt under an oratory at the foot of Mount Royal. The haven consists of a series of rooms, laid out in a circular fashion connected with open and hidden passages. The circular design makes the haven very disorienting to navigate, and would be excellent against intruders if the Pack is hoping to establish a permanent base in Montréal. A successful Wits + Investigation (Difficulty 3) reveals a human heart, still beating and suspended in a clear vat of Cainite blood, hidden in a dark alcove in one of the rooms. Any level of Auspex circumvents the need for this roll, and both Malkavian and Ministry vampires can likewise hear it beating without a roll.

The Locals

An Anarch gang confronts the Pack. They'll initially mistake the Pack for Camarilla and demand they get the fuck out of town. Revealing themselves as Sabbat does nothing to win the Anarchs over. If anything this puts the Anarchs more on edge.

Surveying the area reveals another vampire, standing at a distance. This is Pierre Bellemare, and the players may decide if they recognize him or not. Any characters with Sense the Unseen (Auspex 1) also see a translucent figure standing next to Bellemare. She's saying something, and he can clearly hear her as he nods. Drawing any attention to Bellemare, or moving towards him, sees him leave the scene using Blink (Celerity 4), see the opening of Scene 3 if one of the characters can keep up.

The Pack can't talk their way out of the Anarchs' demands—there's simply nothing they can say that the Anarchs will trust. Dominate and Presence are at +1 Difficulty, as Bellemare took care of that in advance—probably furthering the Pack's (correct) suspicions that they walked straight into a trap.

The Pack can agree to leave and then sneak back in. Though this simply sees the same gang of Anarchs waiting to ambush them, with Bellemare looking smug just out of reach. This time they don't give the Pack a chance to leave or explain themselves. The characters can also try to run, or fight their way through.

Whether the Pack tries to run or fight, resolve the scene normally. The Anarchs don't pull their punches, but they don't fight to final death either. Curiously, if one of the characters is at risk of Torpor the attacking Anarch freezes up for a second with eyes glazing over—giving the character a chace to get out of harm's way. This is also part of Bellemare's manipulation. He wants the characters hurt, but not dead, and carefully used his Presence and Dominate to influence this Anarch gang.

The Anarchs are four Revolutionaries and one Bloodthirsty Sheriff (V5 Corebook pg. 374, 375) The Anarch Bully (see pg. 29) can also be used.

Scene 3:

Our Lady of Sorrows

After the Anarch conflict, the Pack finds itself in front of the Cathedral of Our Lady of Sorrows. If it went badly, they can flee inside and the Anarchs won't follow as the Pack seemingly disappears from their memory. Any characters that have Blink (Celerity 3) can follow Bellemare and he will lead them here before using his intimate knowledge of Montréal to lose them.

The cathedral is beautiful. The south side of the nave and part of the roof have collapsed, leaving it open to the sky. Nature reclaimed the building, red moss and thorned vines with delicate red flowers covering the barren stone. Most of the statues are long gone, but some remain as holy people wearing crowns of moon flowers. A deeper red, almost black, moss covers the apse wall where the cross once sat. Any Cainite standing inside the cathedral may look up at an alien sky—a successful Intelligence + Academics or Occult (Difficulty 3) identifies only the constellation of Orion, though its location and angle in the sky are off. A crescent moon shines overhead—which, incidentally, is not what the moon phase should be.

The Pack is not alone in the garden. A successful Wits + Awareness (Difficulty 3) alerts them to the presence of five other vampires: Scarlet Moon and the Dancers of Datura (see Appendix 2) stand at the altar and seemingly disappear into the ground. This alerts the Pack to the hidden entrance under the altar. Otherwise they must spend time searching while thorns prick and strange flowers bite—inflicting 2 superficial health damage and forcing a Rouse Check as the fauna leeches their blood.

The altar pushes away with a successful Strength + Athletics test (Difficulty 3) or appropriate use of Potence. The Pack can climb down through the tangled roots covering the hole, and into the darkness below.

Act Three:

MOTHER'S GARDEN

If you didn't have me to rake you over the coals now and then,
there wouldn't be any fire in your life at all.

— JOE HILL, HEART-SHAPED BOX

The Pack delves into the catacombs to find the parchment, and potentially enters Lilith's Garden. This act gets a little weird and esoteric, and we encourage you to lean into its alien nature.

Scene 1: The Labyrinth

The Cainites descend into the catacombs through roots that caress and strangle. They finally emerge climbing upward, clawing their way out of the ground in an act disconcertingly similar to shovel head creation Ritae.

The catacombs are barely grounded in linear space and time, full of curving corridors that go on endlessly, or branch off and double back on themselves when they can't possibly. The characters must succeed at an Intelligence + Resolve test (Difficulty 3) to navigate, and can only mark the passage of time through their Hunger. Failure costs 1 Rouse Check, while Bestial Failure costs 2 Rouse checks.

The tunnels (or is it a singular tunnel—at this point it's impossible to tell) holds no mammalian life, though when the need is most dire you should have the characters stumble upon a nest of fat red worms filled with blood—enough to slake 5 Hunger between them if they eat the creatures by the handful. We leave the timing of this encounter to your discretion, and you may opt to forgo it entirely—it won't hurt the characters to starve a little.

The Birth of the Parchment

The Pack comes across a room filled with satin moths. They cannot go back—the tunnel behind them doesn't exist anymore—so they must forge onward. The moths don't attack the Cainites, but they do envelop them. Be mindful of your players' comfort if you describe the winged insects crawling into hair and mouths.

Finally the moths part in an upright oval shape, beyond which ephemeral wings calcify and bind together to form a parchment bathed in blood. The letters on the parchment shift and move, and vampires familiar with those languages recognize Enochian, Ancient Greek, Hebrew, and Latin words. Trying to read the text requires a Resolve + Occult roll (Difficulty 4) and instills a profound sense of injustice and hunger for vengeance. Success lets the Cainite regain 1 Willpower or slake 2 Hunger (player's choice but Hunger cannot be reduced to zero). Failure inflicts 1 Aggravated Willpower damage and requires a Rouse check.

If any vampire reaches out to take or touch the parchment, it disappears and leaves a single satin

moth sitting on their hand. The vampire can eat the moth to slake 1 Hunger, or leave it be. The moth turns into a tattoo on their hand once they leave the catacombs (see Pain Moth below).

The moths part after the parchment is birthed, giving the Pack a clear view of the tunnel onwards.

NEW PATH ADVANTAGE: PAIN MOTH

A moth tattoo appears on the Cainite's hand. Whenever anyone tries to supernaturally coerce them with Dominate, Presence, or similar powers they can take 1 Aggravated Willpower damage to automatically resist the power once per Session. This tattoo fades after a month unless the Cainite follows the Path of Lilith and takes it as a level ●● Path Advantage for 6 Experience.

Experiments Written in Blood

The catacombs lead to a dirty, tiled room. The air smells of disinfectant, bleach, and blood. A single medical examination table stands in the center of the room, a dried and desiccated corpse strapped onto it. Several more withered corpses lie strewn carelessly across the floor. Then, the scene changes.

The tiles become bright and white. The corpse on the table becomes flush with life—here lies a mortal, barely conscious and in great pain, bound upon it with leather straps. Depending on your group's comfort, you can rule the mortal has already passed out.

Stéphanie L'Heureux and Scarlet Moon (should the characters recognize her from the cathedral) stand on either side of the table. They're each holding a scalpel, and carefully carving various words and symbols in their victim's skin. The pair works in perfect harmony, creating an intricately mirrored text upon the kine's body

Neither L'Heureux nor Scarlet Moon acknowledges the Cainites. The mortal does see them, following their movement with large and terrified eyes, but is unable to speak. If the characters specifically look, they see the mortal has no tongue. Any further attempt to interact with the vampires or mortal fails, and any touch goes right through them.

Deciphering the writing on the mortal's skin requires an Intelligence or Wits + Occult test (Difficulty 4, or 3 if the character knows the Labyrinth Rune Ritae). The writing is a variant on the Labyrinth Rune Ritae (TBH: PtS, page 67). Any Lilin in the group (or otherwise with a successful Intelligence + Occult test, Difficult 3) can speculate this Ritae does something similar—create a mind map, or possibly a spirit portal—related to the providence of Lilith, given that the Ritae is created through pain.

If any characters are at Hunger 2+, this scene invokes a hunger frenzy check (Difficulty 2). Failure, or riding the wave, means the character tries to feed off the bound mortal, or one of the Cainites in the room, even if they know none of them are real. This sees the vampire trying to feed off the dead corpses, either the one on the table or any on the floor (believing they grabbed L'Heureux or Scarlet Moon), and requires a successful Stamina + Resolve (Difficulty 3) or the Iron Gullet Merit to keep the blood down. Any Pack mates not caught in the throes of frenzy may try to restrain them—those corpses have been there for decades and they look it—or offer their own blood to sate the hunger.

The vision—or, more accurately the echo through time—fades again and leaves the characters in the now empty, and dirty tiled room. A metal door at the far side of the room opens back up in the catacombs.

The Lake of Blood

The tunnel opens into a large natural aquifer holding a lake of blood. The blood smells absolutely putrid, but if any characters are at Hunger 4+ it still invokes a hunger frenzy check at Difficulty 2. Any vampire drinking from the lake must make a Stamina + Resolve test (Difficulty equal to total Hunger slaked from the lake, cumulative for the scene). Success means they keep the blood down and quell their hunger. Failure means they vomit it back up and suffer 2 superficial health damage.

Gazing upon the lake, the Pack sees their reflection in the surface shimmer and shift until they see five other vampires look back at them. The Dancers of Datura, including Scarlet Moon, are as surprised to see the characters as they are. They're currently in a different part of the catacombs, likewise trying to navigate its labyrinthine halls.

The lake of blood works like a two-way mirror, giving the two groups a chance to talk. Physical violence and any use of Discipline powers are absorbed by the lake, though oddly Blood Sorcery does pass through to its intended target. If the Pack is inclined to negotiate with Scarlet Moon, this is the perfect spot for it.

Scarlet Moon is not the leader of the Dancers, but she brought them information on the Seed of Liltih and the coterie is egalitarian enough that she may take the lead now. She demands to know what the Pack is doing here, rightly assuming L'Heureux sent them and immediately adopting an aggressive posture. She admits to searching for the parchment, and reveals (if L'Heureux didn't yet) that it holds a lost fragment of Revelations of the Dark Mother. She also says the Pack will never get her blood, again rightly assuming they were sent to retrieve it for L'Heureux. Make sure your players catch that, as knowing Scarlet Moon's blood holds something of importance may help them later.

Scarlet Moon also accuses L'Heureux of being selfish. She claims her sire only learned the Dark Mother's lessons about enlightenment through pain, but fails to grasp the lessons about community and comfort. L'Heureux would keep the Seed of Lilith for herself, while Scarlet Moon wants to share it with all Bahari (though starting with the Dancers of Datura, for obvious reasons). Make sure to use the phrase "Seed of Lilith," as it's the first and possibly only chance the characters have to learn about it. If the Pack asks about it, Scarlet Moon is quiet for a moment and then smiles: "Oh, she neglected to tell you? Ask me again when we meet in person."

Time the ending of this scene carefully. You should give the group time to set a tone with Scarlet Moon, whether hostile or friendly, but not have the conversation stall or become overly familiar. The surface of the lake ripples again to end the conversation, allowing the Pack to make their way past the lake and out the other end of the aquifer.

THE DANCERS OF DATURA

The Dancers are an independent group of Bahari, comprising several coteries across Canada and the Northern US. They fully embrace the Dark Mother's lessons about pain, though they also see a deeper, hidden message in Lilith giving succor to Caine. The Dancers believe the Mother encourages her pupils to comfort each other as they endure pain—not to give release, which is taboo under the teaching of the Dark Mother, but to assure them enlightenment awaits on the other side. The Dancers frequently, and deliberately, allow spies from other sects in their midst, confident that their little vampiric family will win them over. It works more often than not, and there's always a sharp stake and shallow grave if it fails.

The Dancers take their name after the poisonous plant which takes a prominent place in their rituals. They imbibe the poison through blood to gain its divinatory effects, use ink laced with datura extract to tattoo their bodies, and revere the plant itself as a gift from the Dark Mother.

Scene 2: The Chapel

The tunnel opens into a vast underground chapel carved from rock. It holds various statues, carved from the same rock, detailing scenes from the Dark Mother's existence: birthing the first monsters, consoling Caine, and her despair when Caine kills her children in the garden of sorrows. The walls and statues are covered by pale, almost white, vines bearing shockingly red moonflowers.

An altar stands at the far end of the chapel. The vines grow so thick they're nearly impassible, forcing any supplicants to approach single-file. Suspended by vines above the altar hangs a rolled up, leathery parchment. On the altar lies a single blood-stained scalpel.

Attempts to grab the roll are forestalled by the vines wrapping around it even more tightly, obscuring it completely, or simply moving it out of reach. The Pack, or at least one of its members, must embrace the Dark Mother's teachings of sacrifice and pain before they can take the parchment.

There's no fixed path forward here, so let the players come up with an appropriate sacrifice and roll with it. They may cut themselves with the scalpel, inscribing Lilin symbols or perhaps copying what they remember from the Experiments Written in Blood. The scalpel inflicts Aggravated health damage, and 4 points between the Pack suffices. Cutting off a hand is also enough, and sacrificing a limb pleases the Dark Mother so much it restores 1 point of Aggravated Willpower. If anyone suggests sacrificing a Background or Ritae Touchstone, the chapel's magic renders it tangible as a symbolic object—placing a single one on the altar as sacrifice is enough. The characters can make any sacrifice so long as it's meaningful and real, with the Storyteller as final arbiter. The loss incurs Stains as normal (if they sacrificed a Touchstone), and you should refund any points involved to the player (if they sacrificed a Background). Note that sacrificing their last Ritae Touchstone means the character falls from their path, and you should warn the player accordingly. If the player wants to use this as a pivotal character moment in moving, for example, from their current path to the Path of Lilith that's encouraged—but you should make sure it's not just a temporary oversight.

Make sure the players have enough time to decide—this is a big choice—but have the Dancers of Datura arrive if the characters hem and haw too much. If the characters balk at making a sacrifice to gain the parchment, the Dancers will seize their opportunity.

Once the sacrifice is made, the vines gently lower the parchment and set it on the altar for the Cainite to take.

Scene 3: Proving Grounds

The moment the Cainite closes their fingers around the parchment, the Dancers of Datura enter. The chapel has only one way in and out, and the Dancers are blocking it. The Pack will have to prove how badly they want to keep the parchment, but this also offers an opportunity to take Scarlet Moon and her blood.

This scene can unfold in several ways, and a lot depends on the tone set at the Lake of Blood. You can find stats for Scarlet Moon and the Dancers in Appendix 2.

The Dancers of Datura are aggressive, but they also have a long history of converting others to their cause—and they're confident enough to try with the Pack. If the Pack asks about the Seed of Lilith, alluded to by Scarlet Moon at the Lake of Blood, she tells them that the parchment combined with the correct Ritae can serve as a gate to Lilith's Garden, where the supplicant may learn her Seed.

The Bahari wait to see what the Pack does, but they're willing to strike a deal: the Pack gives the parchment to Scarlet Moon, who then performs the Garden Rune Ritae, and they'll all enter Lilith's Garden together. A successful Wits + Insight test (Difficulty 3) reveals the Dancers are sincere. If the Pack wants to lie about taking the deal, that requires a Manipulation + Subterfuge test (Difficulty 3). Success pulls the wool over the Dancers' eyes. Failure means they catch on, and move forward with the Ritae as agreed while planning to abandon the Pack in the Garden upon return.

Scarlet Moon can share the Garden Rune Ritae with the Pack, but she's very hesitant to do so. The characters already have a vinculum to each other, so she can't use a normal blood bond to share the ritual—leaving Vaulderie as the only option. Persuading her requires a successful Charisma or Manipulation + Persuasion (Difficulty 3, or 2 for a Lilin) test, after which she agrees to do it after they all return from the garden. Only if the Pack succeeds at the same test at Difficulty 6 can they persuade Scarlet Moon to share the Ritae in advance. The Datura Dancers partake in the Vaulderie if it counts only Lilin. Otherwise, they quietly redo their own Vaulderie with Scarlet Moon once the Packs part ways again.

Alternatively, the Pack may attack the Dancers. The Dancers are fierce warriors, and do not back down—the Pack has to destroy or incapacitate all of them.

The Pack may forcibly drink Scarlet Moon's blood, whether to slake their thirst, as an attack, or just to see what happens. Even the first sip creates an incredible feeling of euphoria. The blood tastes like truth and darkness, and alchemical equations written in the stars before the universe was born. The drinker can try to take the Garden Rune for themselves by diablerizing Scarlet Moon—the normal rules on page 234 of the V5 Corebook apply. They can force themselves to stop drinking with a Willpower test (Difficulty 3), and not gain the ritual. They can also stake or otherwise incapacitate Scarlet Moon to bring her back to L'Heureux.

Whether through Vaulderie or diablerie—the Garden Rune is free of cost if the character already knows the Labyrinth Rune Ritae (see TBH:PtS pg. 69). Otherwise, the player may immediately purchase the Garden Rune, and gain the Labyrinth Rune Ritae as a free alternative with no need for a teacher. Only Scarlet Moon's blood can teach someone the Garden Rune through the blood.

If the Pack decides to return to L'Heureux with the parchment and Scarlet Moon, they find the tunnel leading out of the chapel is short and steep until they arrive back at the Cathedral of Our Lady of Sorrows. The entrance under the altar closes behind them.

THE GARDEN RUNE

This Numinous Ritae is a modified version of the Labyrinth Rune (see TBH:PtS pg. 69). Although all of its capabilities are untested, its main function is to open pathways to lingering fragment's of Lilith's Garden. These shadow places are all that remains of the sanctuary Lilith created after she escaped from Eden. Though much of it was destroyed by the flood, or possibly by the Antediluvians, pockets remain

and are often sympathetically attached to places of transition, crossroads, borders, ruined temples, and other liminal spaces. Hidden in the garden are Lilith's lost children and the hard won secrets of creation.

System: When used to reveal a hidden or occulted place, this Ritae immediately reveals an entrance and grants access. Spaces hidden with particularly powerful magic may require additional Packs to participate in this Ritae to be successful.

Scene 4: The Garden

This scene takes place only if the Pack struck a deal with Scarlet Moon, or took the Garden Rune for themselves and used it on the parchment. Bringing parchment and wayward childe back to L'Heureux ensures they never see the garden, since the Seraphim—as Scarlet Moon rightly pointed out—is too selfish to share. Having said that, entering the garden and taking the Seed may not be part of the Pack's goals, so consider this scene wholly optional.

Performing the Garden Rune on the parchment prompts the words to lift from the parchment and form into trees, vines, birds, and insects until an entire garden rises up around the Cainites. The trees reach high into the sky, their black bark casting a shadow over the red moss underfoot. The garden is a cathedral dedicated to pain—the trees are made of flesh, moaning and gasping as they rip themselves apart to grow, and scuttling insects underfoot bite with every step. The air smells of blood and life. The characters can interact with the garden freely, but you should take every opportunity to describe how the garden inflicts and welcomes pain in return.

The Pack walks the garden for a while, until they come to a bush holding a single fruit resembling a black pomegranate. Next to the bush stands Rayla, whom characters with Auspex may have seen next to Bellemare in Act 2, Scene 2. She's faintly translucent, though far less than she was in the world of flesh. She thanks them for opening the path for her, and welcomes them to the fruit as she's already eaten her fill.

Rayla is not antagonistic, and she's willing to talk. She happily explains that she carefully arranged events so the Pack would be here, now, to release her. Rayla is a Childe of Zillah (no, she won't elaborate on that) and she too sought the Seed of Lilith—but unfortunately she found herself trapped in the garden after eating it. She tells the Pack that the fruit holds the Seed, and regrows with time although here, in the Mother's paradise, it's impossible to measure how long. She wishes them luck in their future endeavors, and she's confident they'll meet again. Rayla returns to her body (kept safe by Bellemare) when she grows bored of the conversation, or if the Pack turns hostile.

The garden holding only one fruit of the Seed poses a dilemma if the Pack travelled with the Dancers of Datura. If they honestly agreed to a deal, or lied successfully, Scarlet Moon is willing to share the fruit—one half for the Pack, and one half for the Dancers. If the Pack demands the entire fruit, or unsuccessfully lied about their bargain, the Dancers of Datura attack them. The Dancers fight until they can't anymore, and welcome death in Lilith's Garden.

Biting into the fruit, whether whole or half, transports the characters back to their own bodies and ends the scene. The character finds themselves back at the Cathedral. The character that eats from the fruit gains 10 experience they can immediately spend on one Path of Lilith Advantage (see TBH:PtS pg. 23) or on one Auspex, Blood Sorcery, or Protean power of their choice. Any remaining experience fades.

When they return the underground entrance under the altar no longer exists and one of the Pack's phones pings with a message.

Epilogue

The characters succeeded in their task, whether it's to retrieve the parchment and Scarlet Moon, or to eat the Seed of Lilith. Rather than have them painstakingly make their way back, let the players decide what loose end they still want to tie up.

If the Pack entered Liltih's Garden, thus freeing Rayla, they receive a text message—that's the ping at the end of Act 3, Scene 4. It reads:

I hereby forgive your trespassing on my Pack's territory, and withdraw all claims to reparations. Let me know if you need a hand out of Montréal. -PB.

If the Pack replies positively to the message, they receive detailed, street-by-street instructions on leaving Montréal. Adhering to the instructions indeed gets them out without any Anarchs in sight.

If the Pack hasn't entered the garden, and Rayla is still trapped, Bellemare has an interest in seeing them return to L'Heureux. The Pack occasionally catches sight of Anarchs as they leave Montréal, but can bypass them with no need for a roll.

If the Pack returns the parchment and Scarlet Moon to L'Heureux, they earn her gratitude and patronage. Any Lilin, or prospective Lilin, is welcome to travel with le Cirque de la Douleur. L'Heureux performs the Garden Rune Ritae later, thus freeing Rayla. Should the Pack have tricked L'Heureux while technically keeping their word, by taking the Garden Rune Ritae from Scarlet Moon through Vaulderie and consuming the Seed before returning, L'Heureux still pays as agreed but then seeks to destroy them.

If the Pack consumed the Seed themselves, they make an everlasting enemy of Stéphanie L'Heureux. The Seraphim tries to harass and undermine them at each turn, and may even send assassins. Strike a careful balance between making L'Heureux an enemy the Pack must eventually deal with, and keeping pace with other scenarios. On the other hand though, the Pack potentially made allies of the Dancers of Datura. If so, Scarlet Moon is excellent at predicting and mitigating L'Heureux' attacks.

The Pack may still have issues with Bellemare. Carefully and discreetly digging up information reveals him as a Gehenna Cultist who seeks to wake the Antediluvians. Use your own discretion if the Pack wants to pursue Rayla, or refer to the Children of Zillah in Bloodlines of the Tal'mahe'Ra.

While this scenario welcomes the crossover, **The Black Hand: Playing the Sabbat** leaves the truth behind that sect/cult up to your game's needs.

Resolving any feuds with L'Heureux, Bellemare, or Rayla lies beyond the this Scenario, and we welcome you to build those into an ongoing Chronicle.

Rewards

Give players 1 experience at the end of each Act and 2 additional experience if they finished the Scenario while adhering to its Tenets (see pg. 6).

The Pack may also gain 3 dots in one of the following Backgrounds as appropriate for their choices during the Scenario at no cost: Allies (Dancers of Datura), Mawla (Pierre Bellemare or Stéphanie L'Heureux), Loresheet (Stéphanie L'Heureux or Lost Montréal), or Resources (Looted Haven goods). The Pack may also be interested in the Father's Angels bar. They can use experience to claim it as a Haven or as an addition to their Rove trait.

SCENARIO LORESHEET

A Scenario Loresheet can only be taken by vampires that have completed the linked Scenario. You can have levels from as many Scenario Loresheets as you want as long as you've completed them. Levels from a Scenario Loresheet can be taken by a Pack or by an individual, but their effects never stack.

Extras

This section includes antagonists and a premade Sabbat Pack for your players to use. The Parchment that details the Seed of Lilith is also described so that your players can delve deeper into the mysteries of the Bahari.

The Antagonists

The NPCs below provide obstacles and opportunities for the player's Pack. Their common and exceptional die pools are listed as well as some of their more notable powers. Feel free to give the named antagonists more powers and abilities to better suite your Chronicle.

Hellfire Saints

Common Pools: Physical 5, Social 3, Mental 4
Exceptional Pools: Athletics 7, Brawl 7, Drive 7
Notable Powers: Potence (Soaring Leap), Celerity (Cat's Grace, Rapid Reflexes)
Health: 6 Willpower: 4

Stéphanie L'Heureux

Common Pools: Physical 5, Social 5, Mental 8
Exceptional Pools: Brawl 7, Occult 10, Powers 8
Notable Powers: Auspex (Telepathy), Protean (Whispers to the Flesh, Horrid Form, Mist Form), Fortitude (Defy Bane, Prowess from Pain)
Health: 13 Willpower: 8

Pierre Bellemare

Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Subterfuge 8, Resolve 7
Notable Powers: Potence (Juggernaut, Fist of Caine), Celerity (Rapid Reflexes, Blink), Presence (Majesty)
Health: 8 Willpower: 7

Scarlet Moon

Common Pools: Physical 5, Social 6, Mental 5
Exceptional Pools: Awareness 7, Occult 6, Resolve 7
Notable Powers: Auspex (Possession), Protean (Whispers to the Flesh), Dominate (Mesmerize)
Health: 8 Willpower: 6

Dancer of Datura

Common Pools: Physical 5, Social 5, Mental 4
Exceptional Pools: Awareness 6, Resolve 6
Notable Powers: Auspex (Sense the Unseen), Protean (Feral Weapon), Fortitude (Unswayable Mind)
Health: 6 Willpower: 5

Rayla

Common Pools: Physical 4, Social 5, Mental 8
Exceptional Pools: Powers 8
Notable Powers: Auspex (Premonition, Clairvoyance), Dominate (Dementation, Mass Manipulation), Obfuscate (Vanish)
Health: 6 Willpower: 8

Anarch Bully

Common Pools: Physical 5, Social 4, Mental 3
Exceptional Pools: Brawl 6, Streetwise 6
Notable Powers: Celerity (Rapid Reflexes), Potence (Lethal Body), Presence (Awe)
Health: 6 Willpower: 3

Mortal Hunter

Common Pools: Physical 4, Social 4, Mental 6
Exceptional Pools: Firearms 6, Melee 6
Notable Powers: Armor 4, Silver Bullets
Health: 5 Willpower: 4

The Parchment

The Seed of Lilith carries the divine spark of creation hidden under words of loss and vengeance on this skin parchment. The fragment details Lilith's rage at Caine's destruction of her garden and children, vowing eternal revenge against the Dark Father—not a good prospect for their respective followers in the Sabbat trying to make peace with one another. Still, surely even ancients must let bygones be bygones over the course of millennia.

The characters can use this fragment in a real, political sense to rile up anti-Caine sentiments among Bahari. They can also sell it to Noddists in the Sabbat, who'd prefer to bury the fragment for that exact reason.

Furthermore, using the Garden Rune ritae (see pg. 25) while reading this fragment opens a gate to Lilith's garden. The fragment's contents can be copied, but only this original parchment holds the gate.

Dead End Crew

These Sabbat are young, but have proven themselves. The Dead End Crew is a Wanderers Pack type (see TBH:PtS pg. 53). They excel at smuggling blood and bodies through enemy domains. These characters are Neonates with 15 experience and easy access to civilian vehicles, gasoline cans, road flares, swords, and semi-automatic firearms.

Jackson "Retch"

The Priest and spirituel guide of the Dead End Crew. Retch is a foul looking Nosferatu but is an unwavering point of stability at the heart of the Pack's chaos.

Antitribu Clan (Gen): Nosferatu (12th)
Predator Type (Path): Reclaimer (Death/the Soul)
Hunting Rolls: Strength + Brawl or Occult
Attributes: Phys (Str 4 Dex 3 Sta 3), Soc (Cha 1 Man 2 Com 3), Men (Wit 2 Int 2 Res 2)
Other Attributes: Health 6, Willpower 5, Humanity 5, Blood Potency 2
Convictions (Touchstone): Never Fear Death (Vaulderie), Never leave a loose end (War Party), Never side with the living (Creation Rites)
Skills (Specialties): Animal Ken 3, Brawl 3 (Vampires), Awareness 1, Intimidation 2, Larceny 2, Occult 1, Melee 4 (Power Tools), Stealth 3, Streetwise 2, Technology 1
Disciplines (Powers): Animalism 2 (Thrill of the Hunt, Vermin Blood), Blood Sorcery 1 (A Taste for Blood), Potence 2 (Soaring Leap, Prowess), Obfuscate 2 (Cloak of Shadows, Unseen Passage)
Advantages (Type): Corpse Eaters 2 (Path), Initiated 1 (Ritae), Resources 2 (Cash)
Flaws (Type): Methuselah's Thirst 1 (Reclaimer), Sweet Tooth 2 (Reclaimer), Known Blankbody 2 (Mask)
Clan Bane (Compulsion): Repulsive (Cryptophillia / Voracious)
Pack Dots: Arena 1 (+1 Grasp), Contacts 1 (Cops)
Special: Reclaimers gain +2 dice to all rolls when committing Diablerie

Darva "Doll"

Your first memory was emerging from a grave. You're not sure what Tzimisce means. You just love pulling things apart and putting it back together.

Antitribu Clan (Gen): Tzimisce (13th)
Predator Type (Path): Hedonist (Cathari)
Hunting Rolls: Charisma + Athletics or Subterfuge
Attributes: Phys (Str 3 Dex 1 Sta 2), Soc (Cha 3 Man 2 Com 2), Men (Wit 4 Int 2 Res 3)
Other Attributes: Health 5, Willpower 5, Humanity 6, Blood Potency 1
Convictions (Touchstone): Rules are meant to be broken (Creation Rites), Indulge every temptation (Blood Feast), You can't change fate, destiny is everything (Vaulderie)
Skills (Specialties): Animal Ken 1, Brawl 3, Awareness 4, Insight 2, Intimidation 1, Investigation 3, Medicine 3 (Anatomy), Occult 1, Persuasion 2, Subterfuge 2 (Seduction)
Disciplines (Powers): Auspex 1 (Sense the Unseen), Dominate 1 (Cloud Memory), Presence 1 (Daunt), Protean 3 (Trophy Hunter, Flense, Whispers to the Flesh)
Advantages (Type): Beautiful 2 (Hedonist), Party Animals 3 (Path), Haven 1 (Personal), Initiated 1 (Ritae)
Flaws (Type): High Life 1 (Hedonist), Leyline Sick 1 (Haven), Dark Secret 1 (Personal Haven)
Clan Bane (Compulsion): Grounded (Covetousness / Exhibitionist)
Pack Dots: Arena 2 (+1 Rove and +1 Grasp), Herd 1 (Rest Stop Regulars)
Special: Hedonists treat their Humanity as two higher when using Blush of Life

Zaina "Witch" Selim

Magic always fascinated you in life and you found Lilith as a Sabbat ghoul. Your embrace was painful, but pain is the price of perfection.

Antitribu Clan (Gen): Banu Haqim (12th)
Predator Type (Path): Reclaimer (Lilith)
Hunting Rolls: Strength + Brawl or Occult
Attributes: Phys (Str 3 Dex 3 Sta 2), Soc (Cha 2

Man 1 Com 2), Men (Wit 2 Int 4 Res 3)
Other Attributes: Health 5, Willpower 5, Humanity 5, Blood Potency 2
Convictions (Touchstone): Follow Lilith's example (Vaulderie), Never fear the truth (Fire Dance), Rules are meant to be broken (Creation Rites)
Skills (Specialties): Academics 1, Brawl 3 (Vampires), Awareness 2, Craft 1 (Ritual Implements), Firearms 3, Insight 2, Investigation 2, Occult 4 (Blood Magic), Politics 1, Stealth 3
Disciplines (Powers): Celerity 2 (Rapid Reflexes, Fleetness), Blood Sorcery 3 (Chains of Morpheus, Breath of the Lotus Eaters, Blood of Potency), Protean 1 (Eyes of the Beast)
Advantages (Type): Lilith's Favor 1 (Path), Moon Blooded 2 (Path), Initiated 1 (Ritae), Innovator 1 (Ritae), Resources 2 (Stolen goods)
Flaws (Type): Stigmata 1 (Reclaimer), Sweet Tooth 2 (Reclaimer), Known Blankbody 2 (Mask)
Clan Bane (Compulsion): Amaranth (Judgment / Pain Seeker)
Pack Dots: Arena 1 (+1 Rove)
Special: Reclaimers gain +2 dice to all rolls when committing Diablerie

Isa "Kult" Black

Loud and powerful. Kult sees themselves as an undead angel. They've come to embrace the worthy and degrade the mortals that can't live up to their ever shifting standards.

Antitribu Clan (Gen): Brujah (13th)
Predator Type (Path): Hedonist (Cathari)
Hunting Rolls: Charisma + Athletics or Subterfuge
Attributes: Phys (Str 3 Dex 3 Sta 2), Soc (Cha 4 Man 2 Com 3), Men (Wit 2 Int 2 Res 1)
Other Attributes: Health 5, Willpower 4, Humanity 6, Blood Potency 1
Convictions (Touchstone): Never harm the innocent (Creation Rites), Indulge every temptation (Fire Dance), Punish the unworthy (Vaulderie)
Skills (Specialties): Athletics 3 (Party), Brawl 3, Drive (Stunt) 2, Intimidation 3, Firearms 1, Melee 1, Persuasion 4, Politics 1, Streetwise 2, Subterfuge 2
Disciplines (Powers): Celerity 2 (Rapid Reflexes, Fleetness) Potence 2 (Lethal Body, Prowess), Presence 2 (Awe, Predator's Lure), Protean 1 (Blindsight)
Advantages (Type): Beautiful 2 (Hedonist), Contacts 2 (Drug Dealers), Initiated 1 (Ritae), Innovator 1 (Ritae), Resources 3 (Cash and Cars)
Flaws (Type): High Life 1 (Hedonist), Hopeless Addiction 2 (Substance Use)
Clan Bane (Compulsion): Rage (Rebellion / Exhibitionist)
Pack Dots: Arena 2 (+1 Clout and +1 Grasp)
Special: Hedonists treat their Humanity as two higher when using Blush of Life

Sam "Spiders" Slender

Spiders is more comfortable around animals and bugs than mortals. When they must interact with the living they prefer to use blackmail and bribes to get what they want.

Antitribu Clan (Gen): Ravnos (13th)
Predator Type (Path): Domina (Power/Inner Voice)
Hunting Rolls: Composure + Insight
Attributes: Phys (Str 2 Dex 3 Sta 2), Soc (Cha 3 Man 1 Com 3), Men (Wit 4 Int 2 Res 2)
Other Attributes: Health 5, Willpower 5, Humanity 6, Blood Potency 1
Convictions (Touchstone): Might makes right (Monomacy), Loyalty is earned (Blood Bath), Never break your word to a Cainite (Vaulderie)
Skills (Specialties): Athletics 3, Animal Ken 4 (Spiders), Insight 3 (Empathy), Brawl 2, Awareness 2, Drive 1, Firearms 3, Survival 1, Streetwise 1, Technology 2
Disciplines (Powers): Animalism 3 (Bond Famulus, Feral Whispers, Unliving Hive), Obfuscate 2 (Empty Hands, Unseen Passage), Potence 1 (Lethal Body)
Advantages (Type): Resources 3 (Domina), Haven 2 (Personal), Initiated 1 (Ritae), Retainer 2 (Dog)
Flaws (Type): Shunned 2: Camarilla (Status), Death Wish 2 (Domina), Stalkers 1 (Domina)
Clan Bane (Compulsion): Doomed (Tempting Fate / Supremacy)
Pack Dots: Arena 1 (+1 Rove), Allies 2 (Truckers)

LOST MONTRÉAL

[SCENARIO: SABBAT ONLY]

An island city located on the St. Lawrence River, Montréal was the spiritual heart of the Sabbat for centuries. When the call came and the eternal Jyhad turned hot again, some refused to abandon the city for the Gehenna War. This hesitation led to a fracturing of the city's Sabbat power structure and left the Sabbat who did remain exposed to the hunters of the Second Inquisition. The Anarchs and Camarilla came later and, like vultures, picked clean the corpse of the city of black miracles. Perhaps some Sabbat linger in the haunted tunnels of Mont Royal or among the Lupines of the outlands, but for the most part it is known as Lost Montréal.

"The war is here fuckheads! If I have to beat the stupid out of your skulls we're going to be here all night. Wake up before your woken up with a shotgun in your mouth and it's Bang! You're dead." –Pierre Bellemare

LORE

● **City of Spires:** You know your way in and out of Montréal. When the city is within your Pack's Rove, you gain a two dot Herd of willing blood dolls. Also any attempts to detect your Pack when they are entering or leaving the city are rolled with a +1 Difficulty.

●● **The Grimaldi:** You've made contact with the last remaining vestiges of the Grimaldi ghoul family. They are wary of rejoining the Sabbat, but are willing to exchange favors. Gain three dots in Contacts (Grimaldi). They are deeply invested as bureaucrats, politicians, and lawyers and can provide any information or gear regularly available to civil servants and court officers.

●●● **Litany of Blood:** Montréal once housed the records of the Sabbat's greatest deeds and most cherished dead. This Litany of Blood was thought lost in the rush to abandon the city, but you have recovered some of the documents while scavenging there. While the city's great cathedral remains lost, parts of the Litany live on. Once per Session you can increase your Sabbat Status to three dots for a Scene when disclose you have portions of the Litany in your possession. Also everyone in your Pack can heal one Aggravated Willpower damage once per Session when you recite from the Litany.

●●●● **Nocturnal Redemption:** You either studied under the great Noddist scholar and clanless Pander, Alfred Benezri, or discovered the secrets of his teachings within the lost havens of Montréal. Once per Session you or anyone in your Pack can automatically resist Frenzy. Instead they are afflicted by their Path Compulsion. Additionally, once per Story your Pack can share the Vaulderie with a vampire in Torpor. If your Blood Potency + your number of Path Convictions is higher than the slumbering vampire's Blood Potency, they awaken immediately from their Torpor with a Hunger of 4. Only Vampires on a Sabbat Path of Enlightenment can be awakened in this way.

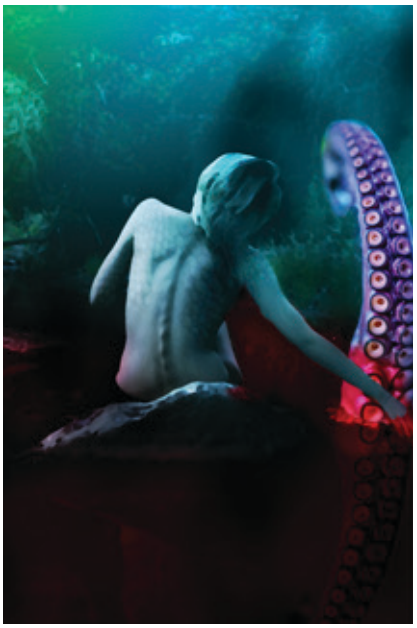
●●●●● **Plumbing the Depths:** The Navigators, a storied nomadic Pack that once called Montréal home, has taken you on as a protégé. Though they will rarely directly intervene, treat them as a five dot Mawla with deep knowledge of the Sabbat's history, Gehenna Cults, and how to travel the world undetected. Once per Story, the Navigators can arrange to have your Pack transported by water between any two cities with sea access without fear of detection or trouble.

STÉPHANIE L'HEUREUX

[SERAPHIM: SABBAT PACK LORESHEET ONLY]

A monstrous and respected Tzimisce elder, Stéphanie L'Heureux kept her ties to the Bahari a well guarded secret until the collapse of the Sabbat's hierarchy allowed her to pursue her faith in the open. She was an early practitioner of Numinous Ritae and her own Crucible Ritae is believed to be the first Numinous Ritae ever to be perfected and stabilized. She only grudgingly accepts her cult-like status as a Seraphim and often treats younger Cainites who have yet to undergo the Crucible as barely worth her time and energy.

"The fire within burns away mortal impurity. It consumes our old flesh and our once mortal souls. I light the fire within myself and watch the world burn away to reveal something new." –Stéphanie L'Heureux



LORE

● **Hardened Hearts:** Your Pack understands how to use the name of Stéphanie L'Heureux to impress and cow a crowd. If Bahari are present in the audience, the first Willpower damage inflicted by your Pack during a Social Combat is Aggravated. Also once per Story, your Pack can reduce the Superficial Willpower damage inflicted on them by a round of Social Combat to zero.

●● **Circus of Skin:** Your Pack can call upon Le Cirque de la Douleur when they are in need of a place to stay or a quick bite. The circus is a travelling two dot Ally but also provides one dot of Haven and Herd if it's nearby. The circus also increases the Pack's Rove by +1 (up to Rove 5) as long as it's on the road.

●●● **The Crucible:** Your Pack knows the perfected Numinous Ritae known as The Crucible. This Ritae can only be used once per Story (see TBH:PtS pg. 67), but any number of your Packmates can have already undergone it if this Loresheet was taken at character creation. This Ritae "evolves' a willing Cainite and reshapes their body to reflect their own self-image. This often results in monstrous and alluring cosmetic transformations. Though vampires not on a Sabbat Path of Enlightenment may be unmoored by the results. After the Crucible, a Cainite gains +2 dice to all appropriate Social die pools depending on the nature of the changes. This bonus stacks with the Looks merit and they gain a penalty on die pools to disguise equal to 2 + any bonus from their Looks merit. Also, if the Cainite follows a Sabbat Path they can subtract their number of Path Convictions x 3 (up to -9) from the cost of their next Attribute increase. Enduring the Ritae multiple times can change the extremity of cosmetic changes, but this experience discount only occurs once.

●●●● **A Hunger like Fire:** Your Pack understands that all things are reflections of the immaterial world. Fire, flesh, and thought are one. The first time a Packmate is burned by fire or sunlight in a Session, everyone in the Pack who is present immediately heals one Aggravated Willpower damage or one Superficial Health damage. Any Packmate present who has undergone the Crucible also slakes 1 Hunger (Hunger cannot be set to zero in this way).

●●●●● **The New Flesh:** Your Pack understands the true promise of reshaping their bodies and souls. Once per Session, anyone in your Pack may spend one Willpower to ignore their clan Bane and Compulsion for a Scene. A Packmate who has undergone the Crucible also slakes 2 Hunger when using this ability (Hunger cannot be set to zero in this way).

Dead End Crew

WANDERERS PACK

(TBH:PtS pg 53)

Pack Ritae

After stealing an enemy's trophy ride, the Pack always succeeds when looking for shelter for the rest of the story

Pack Traits

Arena: Blood Smugglers

Rove ●●● Grasp ●●● Clout ●

Allies (Truckers) ●● Contacts (Cops) ● Herd●●

Flaws: No Haven ●

Zaina "Witch" Selim --Twisted flesh shaping shovel head-> <- Literally my best friend-- **Darva "Doll"**

The system knows they're a Blankbody

---Too involved with mortals ->

<-Too many enemies--

--Chained to ritual and dogma ->

<-A mystery --

The Priest

<-Fun to mess with --

--Smarter than they let on->

---Too crazy about the soul ->

<--Too obsessed with the flesh --

Doesn't remember their mortal life

Jackson "Retch"

Would step down as Priest for a worthy successor

--My willful protege->

<-I could lead, but I'm having too much fun--

--The best leader we've got->

<-A loyal soldier --

<-Spends too much time alone --

Sam "Spiders" Slender *-- They understand how to use mortals->* **Isa "Kult" Black**

Cares for their ghoul dog like it's Sabbat

Stalked by former retainers

Stockpiles cash and cars

Scenario Tenets

- *Pain teaches the only lessons worth learning*
- *Conflict is the only option*
- *We are Sabbat*

SAFE PLAY WORKSHEET

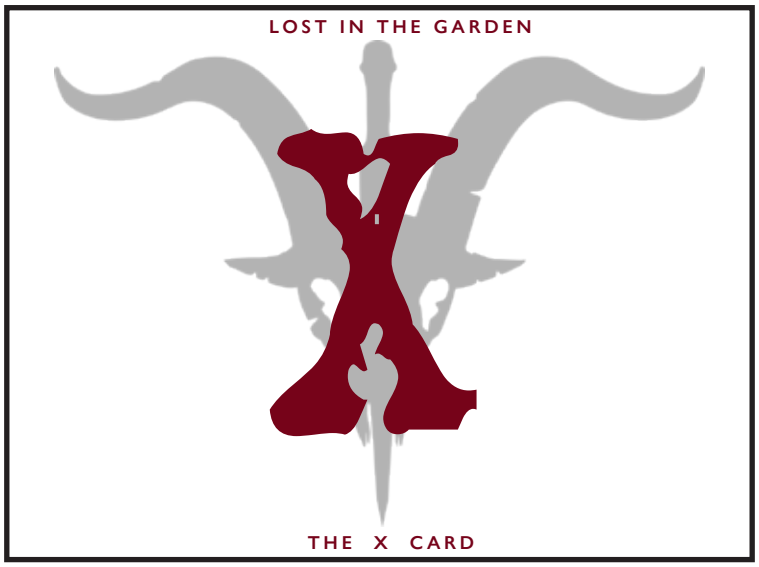
[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (



Lost in the Garden

There were no more secrets to shield them.
No rock left unturned. No tree left unburnt.
The land bent to our will and had given them up.

- A Bahari focused Scenario for Sabbat players in V5
- Dig up the secrets of fallen Montréal
- New Loresheets, Ritae, and Antagonists

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

WORLD OF DARKNESS

R 18+

Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

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